
SEGA
VISIONS
GENESIS • GAME GEAR
SEGA CD
Sonic 3
N.B.A. Jam
A First Look
Subterrania
Levels and Maps!
February/March 1994
$3.95
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The acsiiPad SG-6.
Advanced, hand-held
4+2 button design.
No tabletop required.
Just quick fingers and
an instinct for survival.
asciiPad SG-6
ASCIIWARE
AUTO
TURBO
OFF

Pertinent Techno-babble.

Hey, Sega Genesis players:

If you don't have Asciiware six-button controllers yet, you're going to need them soon.

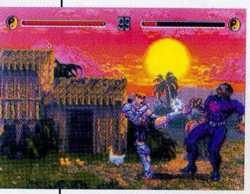
Because you'll need six-button control for the lightning-fast power-combo moves and turbo action it takes to win the coolest new Genesis games.

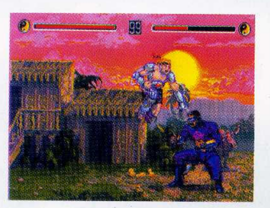
You'll need it for Eternal Champions.™

Loser!

You'll need it for Jungle Strike.™

You'll need it 'cause your game-life depends on it.





First one must control, then one can rule: Asciiware six-button design puts an arsenal of powerful combo moves within your grasp. Without six buttons, you're a pathetic patsy helpless against the forces of evil. Practically.

And now, 96 quick words about quality.

Freak!



Play with asciiPad SG-6, or the Fighter Stick SG-6, and control is complete. Each controller adds impressively to Asciiware's reputation for unsurpassed quality.

Pig!

With each controller, you'll experience the most intelligent, award-

Punk!

winning ergonomic design.

The most advanced electronic engineering. The highest quality, most durable injection-molded plastics.



And it's all built to the most exacting tolerances between seams and moving parts, helping make them the most accurate firing devices in the videogame world.

To be the best, start with the best, and nothing less. Asciiware controllers.

Coward!

Now then. Ladies and gentlemen, choose your weapons.

(What? You actually counted the words? You need an Asciiware controller in your hands even more desperately than we thought.)



Jungle Strike: You'll have tracers. You'll have streaming bullets. Your enemy may not even have time to get off a shot.

(Jungle Strike has not received the Sega Seal of Quality.)







The asciiPad SG-6

Six-button, hand-held control.
The most comfortable, efficient, ergonomic hand-held pad there is.

4+2 Configuration for ergonomic forefinger and thumb controls, instantaneous response and "power combo" moves, as well as other rapid sequential manipulations.

Total control of all available options for arcade-style games.

Turbo settings of up to 24 shots per second.

Surface Mount Technology (See specifications for Fighter Stick SG-6)

Custom Microchip (See specifications for Fighter Stick SG-6)

Unsurpassed Durability:

Fire Button Rating of no less than 5 million pushes for each button.

Virtually Nonflammable injection-molded plastic, literally survives any amount of heat your competition may generate.

Special Features in all Asciiware controllers:

Turbo: Repeat your moves faster than humanly possible, with up to 36 hits per second in some models. Application: to fend off fast moving multiple attacks. In some games, Turbo actually magnifies certain moves for even more power.

Hands-Free Auto-Turbo: Just switch to Hands-Free Auto-Turbo, and firing is automatic. Application: leave your hands free for frantic maneuvering; avoid dangerous exposure.

Independent Turbo Control: Allows you to customize each button for personal firing preferences.

Slow-Mo: Gives you the option of studying opponent's moves at slower speeds. Application: to master the most difficult games and levels; technical analysis of computerized opponents.

Special $5 Rebate Offer:
See specially marked asciiPad SG-6 boxes.



The Fighter Stick SG-6.

Six-button, arcade-style stick control.
The sturdiest, most efficient, ergonomically designed arcade-style control yet.

3+3 Configuration for instantaneous response and "power combo" moves as well as other rapid sequential manipulations; layout sets standard in fighting stick performance.

Oversize Ball & Stick deliver outstanding power, eight-way directional control and smooth 360° rotation. Compaction and decompression of arcade-style controls ideal for optimal motor control response.

Compact Power from a joystick that's big enough for control and small enough for quickness and mobility.

Adjustable Turbo setting up to 36 hits per second.

Surface Mount Technology of Printed Circuit Board eliminates extraneous wiring, soldering and holes in circuit board, contributing to solid feel and performance under pressure.

Custom Microchip 3.5 x 3.5 millimeters; 1,000 gates [smallest digital logic circuit].

Unsurpassed Durability:

Fire Button Rating (See specifications for asciiPad SG-6)

Virtually Nonflammable (See specifications for asciiPad SG-6)



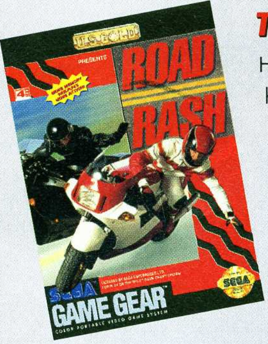


This official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatibe with the Sega Genesis and Sega CD Systems.

ASCIIWARE

IT'S HOW TO WIN.

GIVE YOUR GEAR A

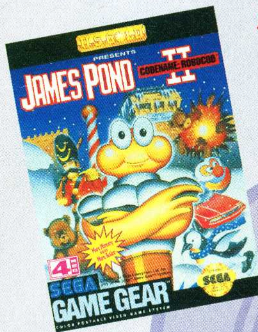


Taste Victory or eat Asphalt!

Hang on for the meanest motorcycle race in history! Strap on your helmet, kick-start your bike and get ready to feed your opponents some major dust. This ain't no racetrack, it's the open road, and your only guardrail is the white line. To make matters worse there are no rules! Your opponent's idea of fun is to shove you into oncoming traffic! This is the most dirty, unwholesome and illegal race there is. Killer!



Muscle your way past 14 rotten rivals, and keep an eye out for the cops.



Something's Fishy!

As fishy superspy James Pond, your mission is to keep evil Dr. Maybe from staging a major meltdown at the North Pole. His ballistic penguins are set to level the toy factories in no time flat. Luckily, you've got a secret weapon: a righteous Robosuit, with indestructible armor, unlimited upward stretching and simply super stomping ability. Don't take Maybe for an answer!



You'll need to pilot planes, cars and even bathtubs. Bring your license to thrill!

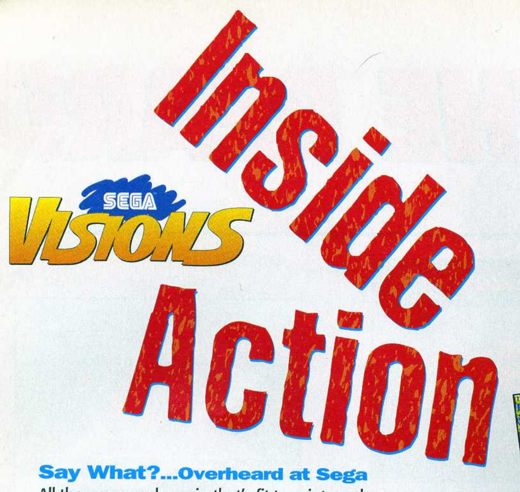


They've Got the Death Star, But You've Got the Force!

Experience the galaxy-blasting epic Star Wars like never before! Take arms with Luke, Han and Leia as they tackle the Lord of the Dark Side himself, Darth Vader. Make your way through 15 galactic areas with 23 stages. Thrill to digitized, animated sequences. Bomb through Jawa territory. Duck the Death Star's deadly stormtroopers. And through it all...may the Force be with you.



Choose Luke, Han or Leia, each with their own weapons and moves.





Sonic 3 is coming your way at the speed of....Sonic! Check it out for maps, screens, and more. Page 18.

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SEGA VISIONS™ is published bi-monthly for $21.00 per year by Sega of America Inc., 130 Shoreline Drive, Redwood City, CA 94065. SEGA VISIONS is created and produced by Infotainment World, Inc., 951 Mariner's Island Boulevard, Ste 700, San Mateo, CA 94404. Application to Mail at Second Class Postage Rates is Pending at San Mateo, CA and Additional Mailing Offices.

FAST TAKES

Get in, get smart and get gaming with Fast Takes, Sega Visions' listing of new games with a few hints, a few tips and a quick look at the fun you can expect!

Sega CD

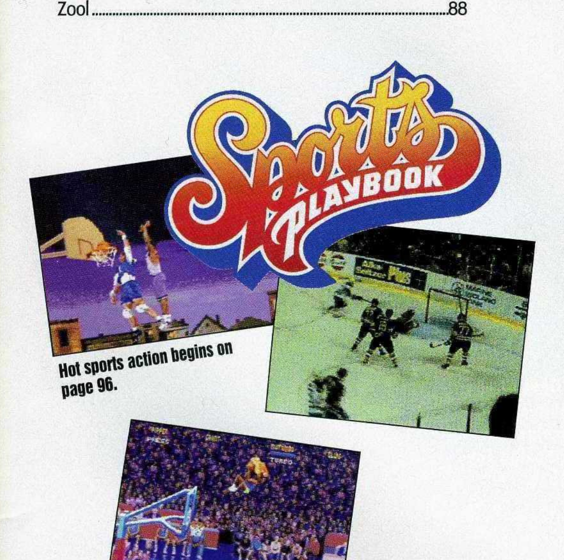
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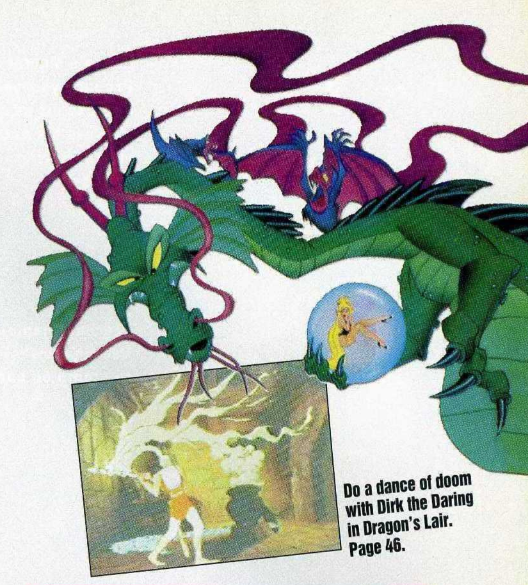
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Hot Deals on Games.



Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.





Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.

SOME KIDS WON'T SEE THE ADVANTAGES



Streets of Rage 2™
Blaze flattens Galsia with her karate chop.





Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T

Capcom's Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.



Greatest Heavyweights
This round is over when you left jab the big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

SEGA™

You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L™

Say What?

Overheard at Sega

Whassup This Issue

Sharp-eyed Visionaries may have already noticed a few changes in this issue. Like all the changes we make, we hope they result in a more fun and informative magazine. If you think otherwise (or if you have other ideas), let us know. After all, this is your magazine. We're just the guys who put it together for you.

First, we made the Fast Takes section bigger, and gave more coverage to each game (a third of a page, up from a quarter of a page). Fast Takes reviews will also include hints and tips, as well as the usual scores and ratings. We also introduced a fun way of interpreting game scores — see the Visionaries section for a way to get in on the action and get your name in *Sega Visions* (and win a T-shirt, too, of course). By covering more games as Fast Takes, we are able to give other games more extended coverage — a minimum of two pages of hints, tips and strategies.

Next, we've added more contests with cool prizes. In addition to the Fast Takes contest, we are now offering prizes for the envelopes we print in Yo Sega! This issue we are giving an AsciiPad SG-6 for the best three, and T-shirts for all the others.

Board Game Update

Travel Buff from Intellectual Technologies, Inc. can teach you about other countries without making you feel like you're sitting in a geography class. Players try to achieve the status of Travel Buff by answering questions about a region's food, culture, history and geography. The Travel Buff is the first player (or team) to successfully master five of the nine travel areas. But knowledge alone won't do the trick — money, luck, risk and strategy also play a part. Sounds a little like a cross between Trivial Pursuit and a travel guide.



In other board game news, you can now play Monopoly without having to spend five or six hours slowly grinding your opponents into bankruptcy. A new rule book by Stephen Reiss presents a set of rules that allows you to play an entire game in two hours or less. While its name is a mouthful (*The Reiss Rules for 2-Hour Monopoly; Fun, Fast Unofficial Way to Play America's Favorite Board Game*), the 64-page book guarantees enhanced strategy and a winner within two hours.

And You Thought They Were Just Old and Out of Date



The Museum of the Moving Image in Astoria, New York, has the world's foremost collection of arcade machines, including the first-ever coin-operated video arcade game (*Computer Space*), as well as all the classic games that older gamers remember with nostalgia — *Pong, Space Invaders, Pac Man* and *Frogger,* to name just a few. The museum also features some of the latest video game technology, including Sega's Activator, and the soon-to-be-available Sega Channel.

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SEGA VISIONS

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Guess who is starring in their own Sega™ Genesis™ game?
(connect fleas for answer.)
Hint:
NICKELODEON

Arcade Update

Tilt, the video arcade at the Fashion Island shopping mall in San Mateo, California, has become the unofficial proving ground for Sega's new arcade machines. We happened by there recently, and noticed a small crowd around one of the machines. The machine, *Virtua Fighters*, is a two-player fighting game that uses a polygon-based technology instead of the usual animation-frame technology. (Polygon graphics technology is most often used in flight simulators, because it can update a constantly changing terrain more smoothly than traditional animation. This is the first time polygon graphics technology has been used in a fighting game.) The result is better control and smoother action, and to the people playing and watching, it also means a more exciting fighting game.



In other arcade news, Sega has developed the Sonic redemption game, an arcade machine with a slightly different "spin." Timing is everything when you insert a coin in the slot. Time it right, and the coin travels along the correct chute and rewards you with tickets that can be redeemed for prizes. Sega hasn't decided whether they will be distributing this machine in the U.S.

Friz Freleng

If you've never heard the name Friz Freleng, either you were born last week, or you've spent your entire life living in a deep dark cave. Mr. Freleng is a true pioneer of the animated short (cartoon, to you), and the creator of such classic characters as Bugs Bunny, Sylvester and Tweety, and Pink Panther, among others. Tecmagik has created a Genesis title based on Pink Panther (*Pink Goes To Hollywood*), and arranged for *Sega Visions* to interview Mr. Freleng at his home in Los Angeles. Check out page 80 for an exclusive conversation with the man who has been creating animations since the 1920s.

Don't Try This on Your Hamster



Don't ask us how it works, but the Star Trek Next Generation Transporter from Playmates Toys of La Mirada, California, can beam up Captain Kirk (or any other small action figure) right before your eyes. Push the transporter lever up, and the object being beamed (or the "beamee" if you like) slowly fades, accompanied by all the familiar sound effects. Push the lever down, and the object reappears. Although this ingenious product is aimed at kids eight years or older, we suspect that Trekkie collectors are going to be lining up to buy them. (Actually, we do know how it works, but it would spoil all the fun if we told you.)

My Magic Diary

This cool electronic diary from Casio is designed for today's digital set, kids who love to play with computers and other electronic goodies. My Magic Diary features a phone directory with room for important info (such as birthdays), and even a funny face to associate with each friend (with more than 400 facial features to choose from, you can create *billions* of different faces). It also has a calculator, time zones for every place in the world, a horoscope, and, of course, a diary that you can access only with a secret password. My Magic Diary is small enough to fit in a pocket or purse, and has enough battery power to keep you organized until the end of the century.



Tecmo Super Bowl Update

Hey, football fans! Here's an update on *Tecmo Super Bowl*, one of the hottest-selling football titles this season. In last issue's Sports Playbook Features Grid, there were some items that were N/A (not available at press time). We have the information now, so here it is.

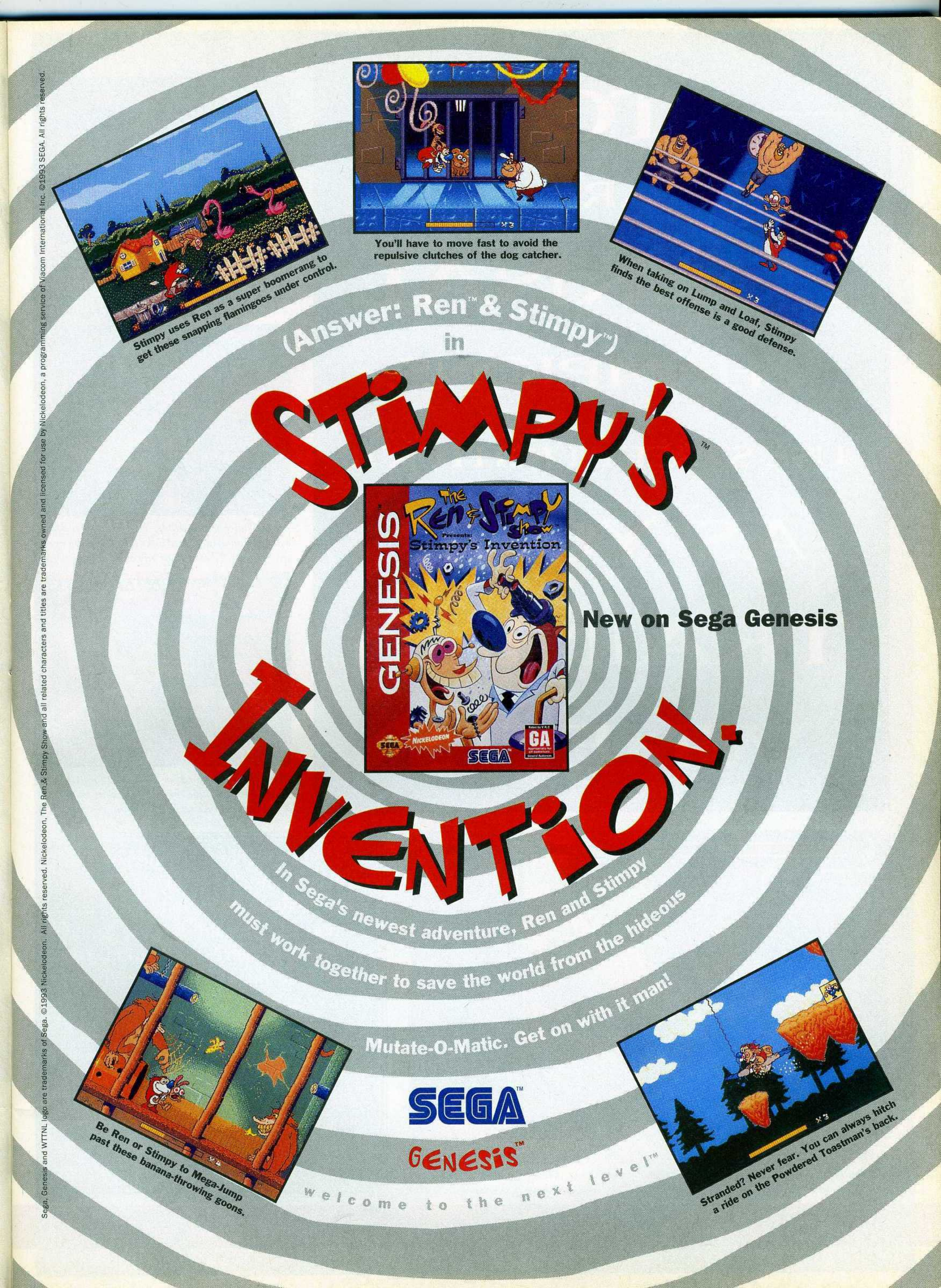
First, a total of 32 offensive and 32 defensive plays are available in the game, with four pass plays and four run plays available at a time (for a total of eight offensive plays out of the 32). Second, while there's no user-selectable weather in the Regular Season, you can select rain or snow in the Pre-season and Pro Bowl (are you ready for snow in Hawaii?). Weather in the Regular Season is determined by the computer, based on statistical probabilities for the date and region. Finally, in addition to the Pre-season, Pro Bowl and Regular Season modes, the game also features a Tournament mode (which is what we refered to as Arcade in the last issue). All this, plus Tecmo's three-season statistical record keeping make this one worth a close look. Check it out.

Genesis CDX™

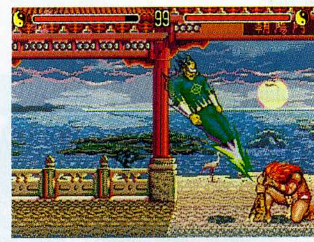


Sega is introducing a combined Genesis/Sega CD unit that looks unbelievably cool, and that will let you play regular Genesis carts as well as Sega CD games. Not to mention audio CDs and CD+G disks. The new Genesis CDX is a CD-based entertainment system that squeezes all of the above into one little powerhouse package. Hook it up to a regular TV or monitor, and it's an instant game machine. Attach a pair of headphones, and it's a CD-based audio system that most audiophiles would be proud to own. Because of its unique design, it lets you switch carts, or switch between carts and CDs, without having to power down.

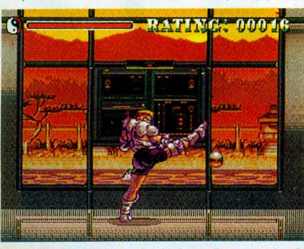
The new CDX will be available in March, and will come complete with a six-button controller, an AC adaptor, a stereo video monitor cable, and three CD games: *Ecco the Dolphin*™ CD, *Sega Classics*™ *Arcade Collection*, and *Sonic CD*™.


You'll have to move fast to avoid the repulsive clutches of the dog catcher.
Stimpy uses Ren as a super boomerang to get these snapping flamingoes under control.
When taking on Lump and Loaf, Stimpy finds the best offense is a good defense.
(Answer: Ren™ & Stimpy™)
in
Stimpy's™ Invention.
The Ren & Stimpy Show
Presents:
Stimpy's Invention
GENESIS
SEGA
NICKELODEON
GA
New on Sega Genesis
In Sega's newest adventure, Ren and Stimpy must work together to save the world from the hideous Mutate-O-Matic. Get on with it man!
SEGA™
GENESIS™
welcome to the next level™
Be Ren or Stimpy to Mega-Jump past these banana-throwing goons.
Stranded? Never fear. You can always hitch a ride on the Powdered Toastman's back.

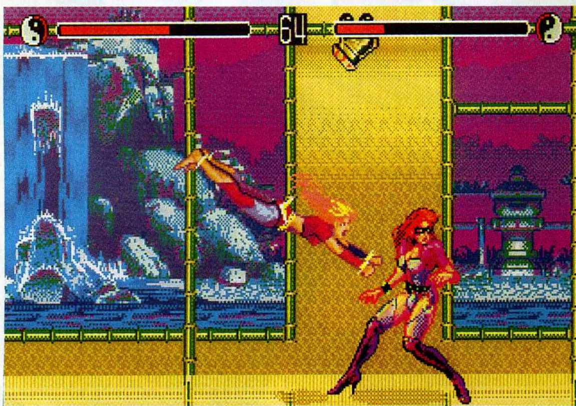
TO PREPARE FOR ETERNAL CHAMPIONS, USE STREET FIGHTER II AS YOUR TRAINING WHEELS.


In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.


In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players can compete here, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA GENESIS

WELCOME TO THE NEXT LEVEL™


ETERNAL
CHAMPIONS™
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Yo Sega!



Fanzie
San Antonio, TX

Yo Sega!

What does "Genesis" mean?

A.M., Paducah, KY

As millions of gamers all over the world know, Genesis means the best 16-bit gaming experience. But before the Sega Genesis came along, the word *genesis* meant something else — namely, *the beginning* (the first book of the Bible is called Genesis, and it starts with the words "In the beginning..."). For most gamers, Genesis represents the beginning of their gaming lives, so we think it was pretty aptly named.

Yo Sega!

I think it would be a good idea to make your "envelope art" a contest. You could offer a prize for best drawing a year, like a free Sega game or something like that. If you had a contest like this you would get more letters and drawings. Just a suggestion.

W.H., Dayton, OH

We already get plenty of letters and drawings, thank you. However, we still liked your idea, so we're going to go for it. Starting this issue, we will be giving away a valuable prize for the best envelope. This time, though, we're giving away a prize in triplicate—to three talented artists from the same family. Chad, Brach and Britton Sliwinski of Racine, WI, each win an asciiPad SG-6 from ASCIIWARE.

Yo Sega!

Will Sega ever make a "Beavis and Butt-head" video game?

T.R., Youngstown, OH

Yes, Viacom (the owners of MTV) are working on a Beavis and Butt-head game to be released sometime this year. Look for more information on this game in a future issue of *Visions*.

Yo Sega!

How does a CD put an image on the screen?

M.A., Springs, TX

The data on a CD is stored as microscopic little "pits" that can be read by a laser. All computers (including video game systems as well as digital sound systems) process data that is stored in the form of 1s and 0s. Each pit on a CD has a value of 1, while the absence of a pit has a value of 0. A CD-ROM (or an audio CD player) reads this data very quickly, then passes it along to the processor, which in turn translates it into a signal that a TV can play back. The pattern of 1s and 0s works something like a player-piano roll, telling the computer (or sound system) what images to display or what sounds to make.

Yo Sega!

In the June 1993 issue of *EGM* magazine, they said that monthly on-line costs of the Sega Channel channel would top $200! I referred back to *Sega Visions* (June/July 1993, p. 77) and you said it would probably cost $10-$15 per month. Please tell me who has the right amount.

K.V., Syracuse, NY

***EGM?* What's that? Just kidding. While *EGM* sometimes scoops the other magazines with industry news, it doesn't always get the story right. That's the danger with always trying to be first with the hot news — the earlier the information, the less likely it is to be complete or accurate. We think the editors of *EGM* should have read the *Sega Visions* article before going to press with a ridiculous "scoop." Current projections for the Sega Channel are that it will cost $10 to $20 per month, a far cry from the $200 mentioned in the *EGM* article.**

Artist Unknown


Gregory Wilcox
Bronx, NY

Yo Sega!

I've been hearing about Sega's new DSP chip. What does it do? What system will it be used for? What games will use it? I know you have the answers.

S.B., Mountain View, CA

DSP stands for *digital signal processor,* and makes use of the same technology found in high-end stereo systems and computers. DSP chips are specialized chips that can manipulate digital data to create specific effects. For example, DSP chips in stereo systems can re-create different listening environments, such as concert halls, jazz clubs or sports stadiums. Sega's DSP chip will be used in the *Virtua Racing* game coming soon for the Genesis, and will recreate a polygon-based race-track environment similar to the *Virtua Racing* arcade game. Stay tuned for a review of this hot title.

Yo Sega!

You say that games like *Jurassic Park* have AI (artificial intelligence) so that they won't do the same thing twice, and DPA (dynamic play adjustment) so they get smarter as you improve. How do you make games have that?

M.S., Dubois, PA

Computers are not "intelligent" in the traditional sense of the word, but are good at following simple instructions without making mistakes. Even so, programmers are able to give computers sets of simple instructions that can make them *appear* intelligent. For example, a computer can detect a pattern in the player's game play. By changing the pattern used by the character in the game, the action sequence becomes less predictable, and so creates the appearance of intelligence.

Dynamic play adjustment is a little different. In that case, the computer (or video game system) is continually monitoring the player's performance, checking the score, time spent, enemies killed, etc. If the computer detects an improvement in the player's performance, it can make the game a little more difficult. It does this not by becoming smarter, but by making enemies a little more difficult to kill, or by making ledges a little more difficult to reach, etc. AI and DPA together can help make a game different every time you play it.

Yo Sega!

I would like to know if video games can have viruses? If so, how could they affect the games or the Genesis?

M.B., Ferndale, MD

A computer virus is a small set of computer instructions that can replicate itself and spread from one computer to another, similar to the "people" viruses that cause the flu and other illnesses. Computer viruses spread through contaminated disks — when a disk carrying the virus instructions is used on a computer, the virus puts a copy of those instructions onto the computer's hard disk. After that, whenever a disk is used on that computer, the virus will copy itself onto the disk, which can then infect other computers, and so on.

Video game cartridges don't have a virus problem, because video game systems don't copy instructions onto cartridges. Without a means of spreading, a virus is nothing but a useless set of instructions, all dressed up with nowhere to go.

Send your letters to:
SEGA VISIONS
Yo Sega!
P. O. Box 5346
Redwood City, CA
94063





Hot envelope artists Chad, Brach and Britton Sliwinski each receive an asciiPad SG-6 from Asciiware.



ToeJam & Earl™ in
PANIC ON FUNKOTRON™
The boyz are back...
and ready to party!
Streak across the stars for an all-new hip-hop-'til-U-drop adventure on the far-flung planet of Funkotron! Toejam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and send this pesky posse packing through 17 levels of funkified fungi jumping, bubble bouncing and rhythm rapping fun!
Feel the funk...with Toejam & Earl!



SPLASH DOWN!
Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!



BUBBLE UP!
Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!



LOCALS ONLY!
Jar the touristy twits - and those pesky poodles too, while you're at it!

THE ACTION HEATS UP!
Hotfoot through the fires of the underground caverns!

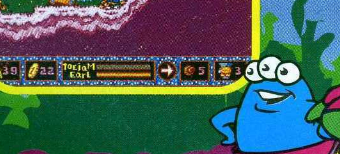


JAM OUT! Kick it with the jivesters on Homey Street...and collect valuable clues in the process!

BUST A MOVE! Drop-lob a jar on shin-kicking Earthlings! Everyone on the bus...pronto!











Toejam & Earl take off on a Funktastic New Voyage!



YO! SEGA JAMS! SEGA™



OVERVIEW

Are the windows shaking? Feel the floor starting to tremble? Hear the roar? It's not the Stealth Bomber. And don't expect a B-52. It's Sonic, and he's zooming your way in an all-new *Sonic* adventure, *Sonic the Hedgehog 3* from Sega. If you're a fan of the spiny blue hedgehog with an attitude, expect all the game play you've come to love plus new characters, new moves, new lands and new evil machines from the original bad egg, Dr. Robotnik.

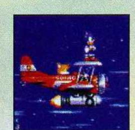
This time, the Doc has crash landed on the Floating Island. He needs a set of seven Chaos Emeralds to repair his ship and be on his evil way. To get the Emeralds, he's enlisted the help of the island's resident and the newest member of the *Sonic* family, Knuckles the Echidna.

The most user-friendly *Sonic* ever, *Sonic 3* has six huge zones, each composed of two acts, with Special Stages, Bonus Rounds and a new set of options. Now you can save your games in one of six save spaces. In the one-player mode you have the choice of playing as Sonic and Tails, Sonic-alone or Tails alone. The Sonic-alone game is the toughest. Tails solo is a little easier. The Sonic and Tails mode is challenging, but falls in the range where most Sonic players like to be. The two-player, head-to-head competition mode offers players the choice of playing as Sonic, Tails or Knuckles. There are three different Competitive modes and five Competitive zones. *Sonic* fans will appreciate the fact that the Competitive zones are in real time and totally distortion free!

GA

The Faces of Sonic

Sega has added new animations and situations to bring you a hedgehog with even more attitude.



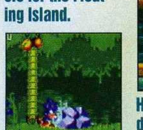
Sonic's jet-powered biplane is the perfect entry vehicle for the Floating Island.



Sonic and Tails take a fall.



Hangin' on for dear life.



Sonic can give a good push.



Sonic on the line.



Sonic on the run.



After sliding down a rope, Sonic takes a new spin on things.



Knocked for a loop.



Tails provides Sonic with some aerial support.



Sonic has a new Insta-Shield.



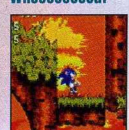
Whoooooooa!



Doin' the one step.



Sonic on the edge.



Things are looking up for Sonic.

Tails

Our favorite fox has his own role in *Sonic 3*, and a few new moves of his own.



Tails or Tarzan? You be the judge.



Tails is capable of living on the edge, too.



Tails is famous for his helicopter spin.



Keep him in the air too long, and Tails gets tuckered out.



Bet you didn't know Tails is on the Mobius Olympic Swim Team!

Knuckles

Who is Knuckles? The newest character in the *Sonic* series. Knuckles is an Echidna, a burrowing beastie from the land down under. He has large, tough knuckles (hence, his name) which he uses to cruise through the ground.



You think Sonic has an attitude? We think you'd better help Sonic wipe that smirk off Knuckles' face.



If Knuckles jumps on the plunger, Sonic is going for a fall. Ah, you know he's going to do it.

Bonus Stages

Get 50 Rings and find a Star Post. If you jump through the ring of stars that appears when you touch the post, you will enter the Bonus Stage gumball machine. Grab gumballs for all sorts of awesome power-ups.



B gumballs will give you a random type of shield.



Get a Rep gumball to replace the bumpers.

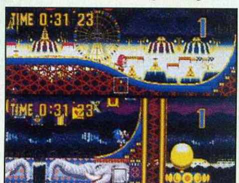
SONIC THE HEDGEHOG 3™


In the Hydrocity Zone, jets of water blastSonic and Tails into some interesting places.


Frosty jets in flash-freeze

Two Player Competition Mode

The Two Player Competitive modes give you the opportunity to take on a friend head-to-head in two in five all new zones. Game play takes place in real-time split screens, scaled so there is *no distortion.* The levels look great and move like lightning.


Balloon Park is a looping, high-speed romp. Find balloons to get a real bounce up in life.


The Desert Palace Zone is classic Sonic. The big obstacle here is quicksand.


The Chrome Gadget Zone is high-tech and full of razor-sharp surfaces.


The Endless Mine Zone can be just that if you don't Spin blast your way through rocks.



Jump the gun on the starter clock and you get hit with a fault. This is the two-player Azure Lake Zone.


Ever play this type of game? Robotnik's breaking the blocks. You're the ball. And you can't go through.


Robotnik will use this bomb dispenser to raise the heat on Angel Island. Catch a Flame Shield and Spin Attack away at the end of Angel Island Zone 1. This is how you can make things hot for Robotnik.


Running like the wind is the only way to keep Robotnik's game from blowing up in your face.


Large spiked globes in the Marble Garden Zone can quickly part a hedgehog and his Rings. Time it and Jump.


You can do some fairly outrageous bouncing with the Water Shield.

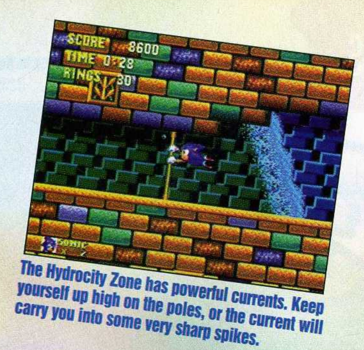

Ootchie, ootchie, owwowwoww! A piranha has my nose and I can't breathe and my air is almost up. Push Left and Right rapidly on the D-Button to shake it off.


The Carnival Nights Zone is the fast track to fun. Find the Fire Barrier and you can Fireball Spindash by Jumping and pressing any Button.

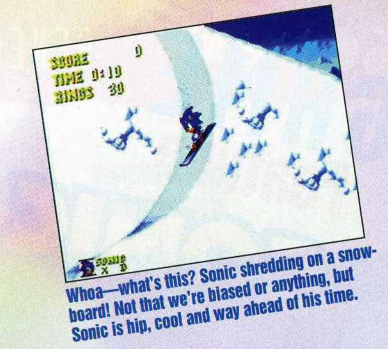

Get the Lightning Shield and Sonic can do a double jump in mid-air, gaining twice the height of a normal leap.



...he IceCap Zone will quickly ... Sonic or Tails.



The Hydrocity Zone has powerful currents. Keep yourself up high on the poles, or the current will carry you into some very sharp spikes.



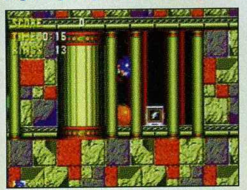
Whoa—what's this? Sonic shredding on a snowboard! Not that we're biased or anything, but Sonic is hip, cool and way ahead of his time.



Jump in the cannon for a real blast. But you need to be just left of center to get anything besides a headache.



When you're a hedgehog, life underwater is a blast. Don't worry...just take the ride and keep playing.



Get the Lightning Shield to protect Sonic and Tails from energy attacks. You'll also become magnetic and attract any Rings you happen to pass. This is the major way-cool move of the game.



The Water Shield allows you to breath underwater and to bounce on enemy's heads.

HOT HINTS

- ✔ When playing the Sonic and Tails game in the one-player mode, a friend can give you a hand with Tails by plugging in a second control pad.
- ✔ Get 100 Rings for an extra life.
- ✔ You can generate an Insta-Shield by quickly pressing Button A, B or C twice. It only lasts for a split-second, but could protect you from losing your rings.
- ✔ Look for the 1-Up in Act One of Angel Island. It's halfway up the trunk on the large tree.
- ✔ You must get all the blue spheres in the Special Stage to get a Chaos Emerald. You'll also earn a Continue.
- ✔ You need 50 Rings when you hit the Star Post to get into the Gumball Machine.
- ✔ Get 50 Rings in the Special Stage and you get an extra life.

Power-Ups

Power-ups? Does this game have power-ups! Shields protect you from one hit and gives you some special abilities as well.



Speed Shoes give Sonic a super burst of speed.



Find a Super Ring power-up to get 10 Rings.

The Flame Shield protects Sonic and Tails from a fire attack.



Invincibility can be found here...though it's only temporary.



The Water Shield allows you to breath underwater and to bounce on enemy's heads.



Bop this icon to get a 1-Up.



The Lightning Shield will give you protection and much, much more!

Special Stages

Find a real big Ring and try to grab it. You'll find yourself on a checkered globe, surrounded by red, blue and starred spheres. The object of the Special Stage is to get every blue sphere in the round. Starred white spheres bounce you backwards. You'll continue backwards until you push Up on the D-Pad. Hit a red sphere and you're history.



The object of the Special Stage is to get every blue sphere in the round. Starred white spheres bounce you backwards. You'll continue backwards until you push Up on the D-Pad. Hit a red sphere and you're history.



In the Tails-solo mode, Tails can go for the gusto as well. Remember that you can only move in the cardinal directions: Forward, Backward, Left and Right.


Sega
GENESIS
GAME
Feature
SONIC THE HEDGEHOG 3
Spring off the palm tree to the first set of power-ups.
SCORE 100
TIME 1:08
RINGS 5
Angel Island Zone One Map
Moving Platforms
Springs
SCORE 0
TIME 2:19
RINGS 10
The entrance to the first Special Stage is here.

No, you can't beat your chest and yell at the jungle first!



Blast through this rock wall to reach the Big Ring.

Timing is the key to jumping from rope to rope.

Map continued on next page

SONIC THE HEDGEHOG 3

Slide down this rope up many Rings.

Map continued from previous page



What's this? An invincibility power-up.



A Water Shield is just underneath the take-off ramp.



This cannon blasts flaming, spiked shot. The Fire Shield will protect you. Look for it in a palm tree close by.

and you'll pick

This Star Post serves as your continue point and the entrance to the Gumball machine.

Jump from the top of the last loop to reach this 1-up.



Push the rocks out of the way to get to a room full of power-ups.

Hit this door spinning to reach higher ground.

Sega GAME Feature

GENESIS



OVERVIEW

Awesome game play, pure and simple. This game has it. Players looking for a cart that breaks tired game patterns will want to take a hard look at *Subterrania*. Older gamers will see some familiarity between *Subterrania* and two older arcade machines, *Asteroids* and *Lunar Landing*. But *Subterrania* leaves these oldies far, far behind with colorful, well-executed graphics, dynamite action and superior game play.

A one-player title, *Subterrania* gives you control over difficulty and button command configuration. There are no continues. You can find extra lives in addition to shield recharges and missiles. For the majority of the game you must find fuel to survive. The canisters are often in out-of-the-way places.

The premise is simple. You have to rescue a mining colony from alien invasion. The action takes place underground in 10 different scenes. You pilot a ship that...if you can find all the parts...can become a sub (Hint: Part of the game takes place underwater!). The ship is controlled by rocket bursts. Back off on the thrust and you either fall slowly or sink like a rock, depending on which difficulty level you've selected. The key to beating the game is learning the best way to use this falling movement to your advantage.

Subterrania is not easy. It is a challenging title that will require patience and a lot of playing to master. *Subterrania* is definitely a gamer's game. GA

Subterrania features great intermission scenes detailing your mission to save the mining colonies.

This Mission 2 boss has three faces of terror. You'll have to blast each to send him crashing. Watch out for his tail. It could send you flying!

Blocked passages can be cleared with a quick blast of your standard weapon. Don't let the door push you back or you'll lose part of your shield.

Mission 3 calls for you to combine certain items and to use tools you pick up during play.

MISSION REPORT - SatScan v1.1

Some kind of specialised truck has been put here for reasons unknown. Maybe it will come in handy...

SatScan at the start of each Mission gives you the objectives. Your SatScan will improve with each level, showing more of what you have to do.



Find these containers to get extra lives, missiles or your shield refreshed. All you have to do is touch it.



Though you can use your standard weapon against these laser-wielding sentries, two quick blasts with missiles will shut them down for good.



Use the V-shaped deflector in Mission 3 to redirect laser beams against an unbreakable wall. When done, press what would normally be the Fire Button to drop the deflector.

Mission 5

Think things were tough in the first few missions? Now the real fun starts. You have to find the Reactor Core and use it to destroy the enemy. And you only have one fuel recharge to do it. Every move must count.

MISSION REPORT - SatScan v2.2

Summary:
Destroy NUCLEAR POWER PLANT
Rescue ENDANGERED WORKERS
Destroy ALIEN LIFEFORM

Hints: Find "ANTI SHIELD BLASTER".

End of line

Mission 5 has three main objectives. Your SatScan has developed to the point that you can actually see what you have to accomplish.

MISSION REPORT - SatScan v2.2

Destroy the Reactor to find the core.

MISSION REPORT - SatScan v2.2

Find and rescue the miners.

MISSION REPORT - SatScan v2.2

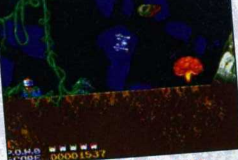
Nuke this large, ugly, alien bug to get the sub part!



Get through the shield, destroy the Reactor and you'll find the core. It will make your ship very heavy.



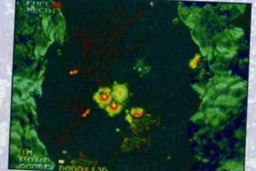
Always clear the flying enemies out of an area before trying targets on the ground.



When trying to get the weapon power-up, let the enemies get to the right side of the area before turning them into toast. Fire to the left and you'll burn the miners waiting for rescue by the power-up.

Mission 7

If you've made it to Mission 7, then you've collected enough sub parts to get wet. From here on out your SatScan is out of play. You have to figure out what needs to be done. Tolerances are much, much tighter. A few wrong moves and you are out of fuel. The first thing you should do, after finding the missiles, is look for a special item that will help you through the water.



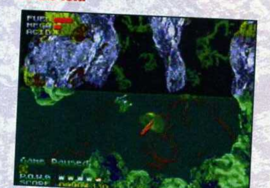
Underwater combat is much more difficult because you have positive buoyancy. In other words, you float.



Drop a certain bomb on this drain pipe and you'll be able to explore to the left.



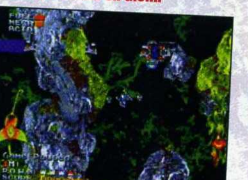
Small jumping robots will try to pin you against a wall, or hit you with a shield-collapsing double jump.



Level 8 jellyfish may look dangerous, but they cannot harm your ship. Don't waste your time on them.



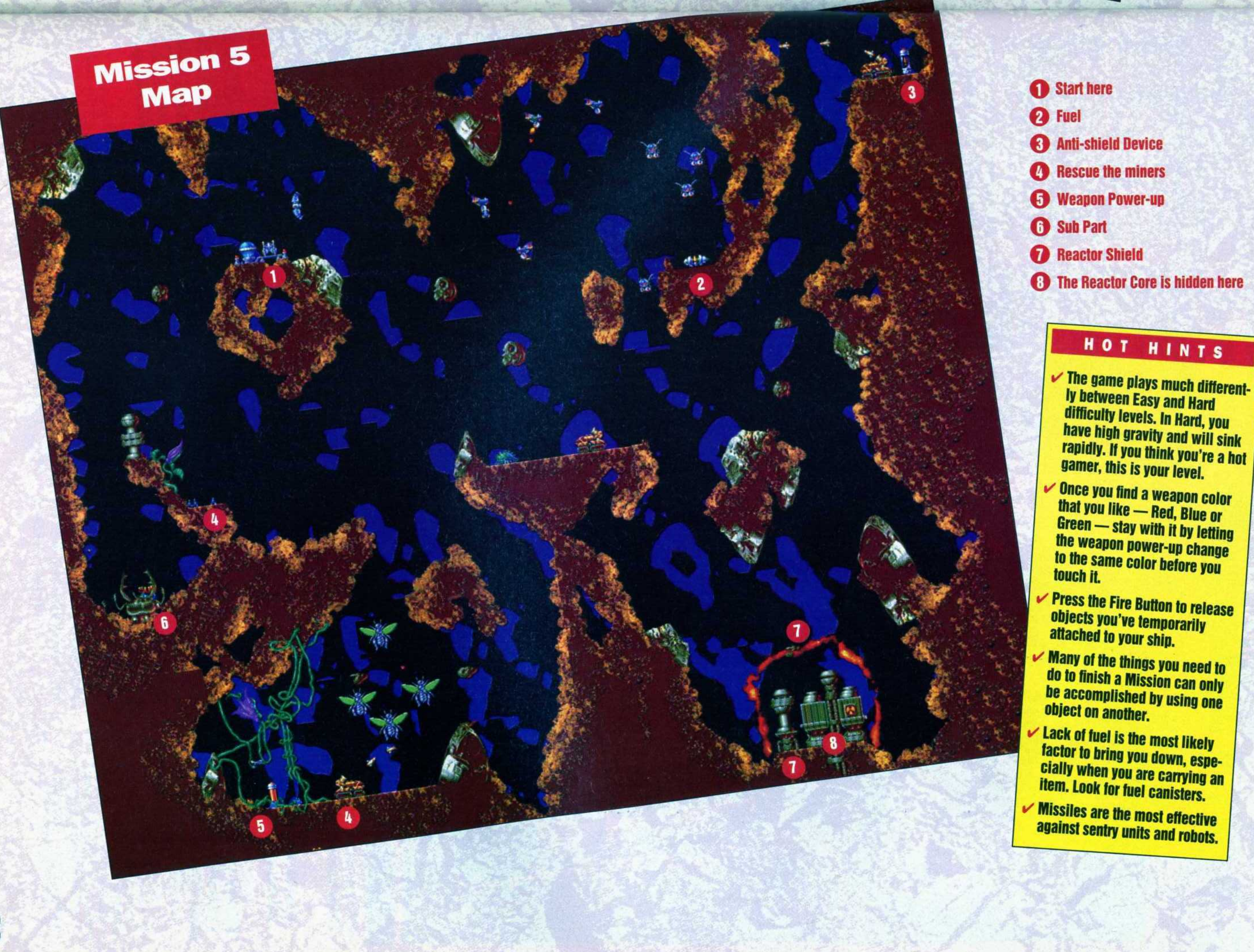
An anti-pressure device will enable you to sink or float at will. You'll find it here.



If you hover and try to use the mirror laser here, you'll only waste fuel. Blast the beam with your standard weapon and move on.


SUB TERRANIA
Mission 3 Map
1 Fuel
2 Weapon Power-up
3 Sub Part
4 Rescue the miners
5 What's hiding here?
6 Blast these buildings

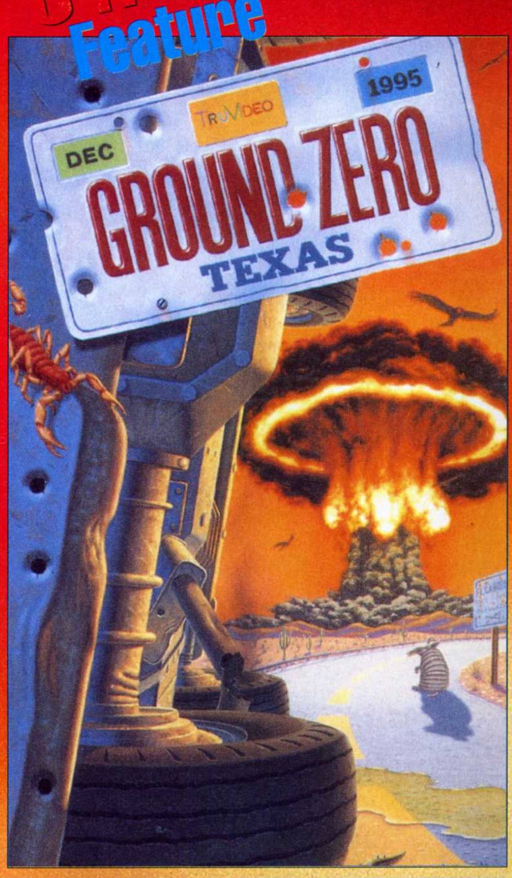
Mission 5 Map



1. Start here
2. Fuel
3. Anti-shield Device
4. Rescue the miners
5. Weapon Power-up
6. Sub Part
7. Reactor Shield
8. The Reactor Core is hidden here

HOT HINTS

- The game plays much differently between Easy and Hard difficulty levels. In Hard, you have high gravity and will sink rapidly. If you think you're a hot gamer, this is your level.
- Once you find a weapon color that you like — Red, Blue or Green — stay with it by letting the weapon power-up change to the same color before you touch it.
- Press the Fire Button to release objects you've temporarily attached to your ship.
- Many of the things you need to do to finish a Mission can only be accomplished by using one object on another.
- Lack of fuel is the most likely factor to bring you down, especially when you are carrying an item. Look for fuel canisters.
- Missiles are the most effective against sentry units and robots.



OVERVIEW

Next-generation interactive video gaming explodes on your Sega CD with *Ground Zero, Texas*. This Sony Imagesoft title puts you smack in the middle of the action with TruVideo™ interactive video, where your decisions determine what comes next. With ground-breaking, high-quality digital graphics, this two-disc game pushes the envelope of interactive excitement. *Ground Zero, Texas* was directed by Dwight Little, known for the hit films *Home Alone, Marked For Death, Halloween 4* and *Rapid Fire*. *Ground Zero, Texas* moves with the same edge-of-your-seat drama. You enter the game as a special operative set to control a series of armed battlecams in a remote Texas town under siege. The entire game takes place from your point of view.

What a Town!

People are disappearing in El Cadron. Reticulans (aliens disguised as townspeople) are abducting them for dinner — and we don't mean a meal together. You have to figure out who the aliens are before they eat many more of the populace and they take charge of the town. No earthly weapon (save a tactical nuke) will kill them. You are El Cadron's last hope. Fail, and the government will drop a nuclear bomb on the town to keep the region from being overrun.

You control battlecams that keep watch on key areas of the town. Each battlecam is a combination camera and state-of-the-art particle-beam disrupter. You use the weapon to stun the aliens and hope that your agents on the scene can collect clues that tell you where the Reticulans' weapons cache is located. Find their weapons, and you can use them to permanently stop their creators.

Your battlecams are good, but they are not invulnerable. The aliens have noticed their locations and are trying to take them out. As you are alerted by the aliens' presence and switch to each location, you find that they are taking shots at your battlecams. Take some hits — the colorful world fades to black and white, and you no longer have targeting overlays. Take a few more, and the view gets prismatic. Take too many, and you lose the battlecam. The loss is only temporary — the battlecam can be repaired — if the agent on the scene hasn't been abducted for alien kibbles and bits. Lose battlecams too early, and it's mushroom-cloud time. El Cadron needs you. The aliens are hungry. Get to work.

MA-13

Your Field Operatives



Mathews is your Main Street agent.



This is Pike. He's a jeep driver and your operative for the Plaza Square.



Disalvo is second-in-command and your Hotel Window region agent.



This is your field agent in the Cantina. His name is Bream.

Shoot-Out Areas of Level One



The battles at Main Street's Shoe Shine area are tough because your target overlay is tiny with many of the aliens. Aim carefully.



The battles from the Cantina Window have more Reticulans popping in from the side.



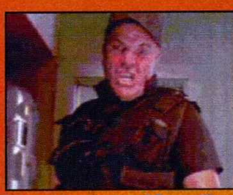
When fighting at the Plaza Square you often have two tiny windows of opportunity against the aliens rather than one normal window.



Each of the fights has random pedestrians wandering through the scene. Watch out for them and shoot only aliens. The Hotel Window area has lots of aliens popping up from behind bales of hay.



You need your agents to repair the battlecams and to collect clues. Don't let them be taken to lunch.



Take out innocents and Reece (the commander) will put out your lights.



The mushroom cloud on-screen can be taken as a message that you have messed up! Game Over.



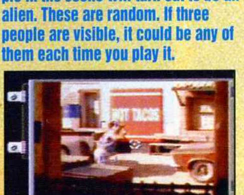
In lots of cutaways, one of the people in the scene will turn out to be an alien. These are random. If three people are visible, it could be any of them each time you play it.



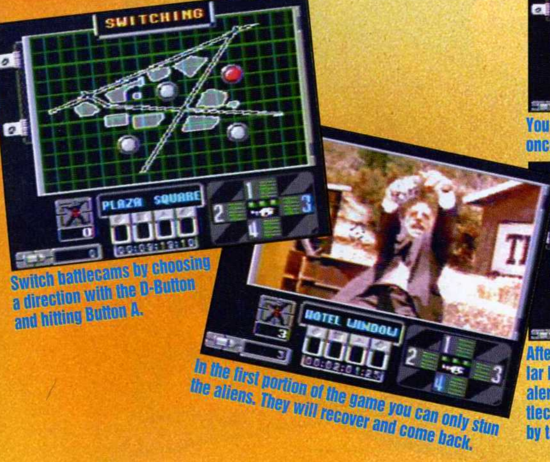
This is a battlecam. You need to keep it from taking too many hits.



Take too many hits and your battlecam video fades to black and white.



You get only a short shot window once you see the targeting overlay.



Switch battlecams by choosing a direction with the D-Button and hitting Button A.

In the first portion of the game you can only stun the aliens. They will recover and come back.

After clearing the aliens at a particular location (or if you have multiple alerts), drop your shield over the battlecam on your way to the next area by tapping Button B.

HOT HINTS

- ✓ Bring up your battlecam's shield as you switch to another camera. Shields work for only a short while but will save some hits.
- ✓ Each time you save one of your agents from a Reticulan abduction, the agent will find a clue on the stunned alien.
- ✓ Four clues give you the code to unlock the door to the weapons stash (if you can find it).
- ✓ Keep your cross hairs centered on the screen after every encounter. Watch for the flicker from the next scene change just before you move your cross hairs and fire.
- ✓ Don't spend too much time watching the action around each battlecam. Switch 'cams from alert to alert.
- ✓ The aliens are easier to spot as the game progresses...but also more numerous.
- ✓ In the first and second levels, hit two innocent bystanders and it's Game Over. In later levels, hit one and it's Game Over, man!

R DOOM!

Zoom into Action with SEGA™ Genesis™! Grab your lightning shield and roll into action...Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails™ to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

Snowboard through the IceCap Zone--and check for chilled-out passageways and arctic power-ups!



Warp Your Way through the Special Stage to collect the Chaos Emeralds!



Take-off with Tails in the Marble Garden Zone--and vanquish spike-wielding enemies with a point to prove!







Battle Badniks at every turn--and prepare for some electrifying close encounters!

Outsmart the demented Dr. Robotnik™--and his non-stop stream of nasty new inventions!

Be Sonic! Be Tails! Be Knuckles™! Be blown away by the all-new 2-Player, Head-2-Head, Split Screen, Simultaneous Action Mode!





NEW ON SEGA GENESIS™



Collect 10 Life Savers wrappers and get a $10 mail-in rebate on purchase of Sega products with official rebate form.

See Life Savers displays at participating stores for details. ALL REBATE REQUESTS MUST BE RECEIVED BY MARCH 31, 1994.



Sega **GAME** Feature — GENESIS

Sneak Peek

OVERVIEW

It's the hottest slammer in the arcades — and for good reason. *NBA Jam* from Arena is 360-degree, rim-rocking action. Exotic, killer slam dunks. No fouls. The meanest two-on-two competition around. And now it's coming to the Genesis. Slam as some of the biggest superstars from all 27 of the NBA teams. Test your jams with Barkley, Mourning, Laettner and Pippen. Try a one-player, two-player on the same team, two players against each other, or with the four-player *Team Player* (Sega's multiplayer adapter), play a two-on-one or four-player game with your pals. All the incredible "he's on fire" dunks and hot features of the arcade version are here.

*N*BA *Jam*, in addition to the 54 NBA heroes, will have a number of secret characters, modes and tricks hidden in the game. The same terrific seasonal play and record-keeping of the arcade version are here, plus new features like two-player team records and player switching. With updated players and stats, you'll get to learn the strengths and weaknesses of each team anew. The same three-button controls exist — so you won't have to learn any new button configurations. Button A is Pass on offense and Steal on defense. Button B is Turbo in both offense and defense. Button C is Shoot on offense and Block on defense.

Just Dunk It!

So how are the dunks? Better than the real thing. A supercharged adrenalin rush. Each player has a set of possible jams, depending on his "dunking" rating bar. The bigger the bar, the more dunks that player will have. Like the arcade version, this game is a b-ball dunkfest, with lots of different jams. The dunks vary according to the player and his position within and just outside the key area. Depending on the player, holding down the Turbo and Shoot Buttons outside the key near the third tick mark might give you a wild Hang on the Rim dunk or the Tarzan Yell Slam...complete with blood-curdling yell. This is slam heaven.



Just like the arcade version, the player choice screen gives one to four players a chance to choose their team and the player to control.

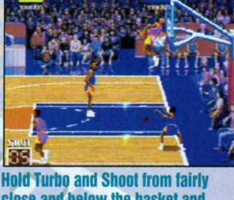


The Player Match-up screen.



One of the Tomahawk Jams from another angle.





Hold Turbo and Shoot from fairly close and below the basket and you'll make one of the three types of Tomahawk Jams.

Pull this one off and you'll hear, "Is it the shoes?!?"



Another of the great Tomahawk Jams. While moving in mid-key, hold Turbo and Shoot.



To do the 360 Degree Slam, hold Shoot near the second tick mark on the key.



When the computer assist is on, you have about a 50/50 chance of hitting a throw from anywhere on the court at the buzzer. Chuck the leather and ride the odds.





"He's on fire!" Score three consecutive shots without your opponents scoring in between and you're so hot you're on fire. This gives unlimited Turbo power, makes your shots much more likely to go in and stops all goaltending calls completely. Open up that lead when on fire.



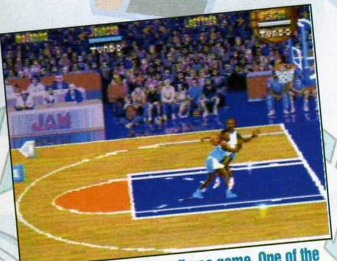
The Half-time Report screen shows exciting digitized action.



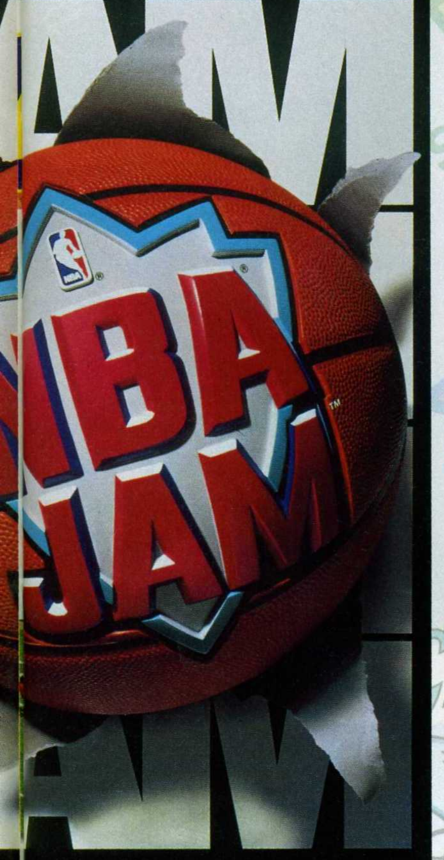
The Windmill is the third Tomahawk Jam. From about the three-quarter mark in the key (at the bottom of the circle), hold Turbo and Shoot. Pow!



This killer jam is known in the arcades as the Weird Slam. The player pulls in his knees and spins three times before jamming. Try it from outside the key around the second or third tick mark, holding Shoot and Turbo.



There are no fouls. Play a fierce game. One of the keys to trashing your opponent is the Push; do it by hitting Turbo and Pass simultaneously.





When defending, tap Button A to attempt a Steal. You'll hear a clang and the ball will flash during the attempted Steal.



Double-tap the Turbo Button to throw an elbow.



In the third and fourth quarters, you can smash the backboard with a particularly nasty slam. Akeem is the slam-master blasting the glass.



A little rim-bending never hurt anyone.



Try to avoid flashy dunks when time is running out. They use up more time than just shooting the darn ball. Shoot for the hoop. Otherwise the clock runs down and you are frozen in the air.



This is it . . . succeed and buy some hope for humanity. Fail, and see humanity destroyed!
SEGA GAME GEAR
Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackeys. Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!
FREE! 5 Premiere X-Men Fleer Ultra Trading Cards. Available ONLY with Marvel Comics' X-Men for Game Gear while supplies last. You gotta have em'!
GAME GEAR
X-MEN
SEGA
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DOUBLE SWITCH

OVERVIEW

Murder, mystery, mayhem and money are at the root of *Double Switch,* a new Sega CD mystery/adventure from Sega. *Double Switch* makes you part of the action. Shot with a gritty video-cam effect for ultimate realism, *Double Switch* uses Sega's TruVideo™ technology to deliver a top-rate interactive gaming experience that feels like a movie. *Double Switch* features a cast of quirky characters and a twisting plot that could have come straight from a B movie — and even uses actors you'll recognize. But unlike in a B movie, the ending will surprise you.

In three acts, you get to help unravel the strange goings-on and deadly secrets harbored at The Edward Arms, an apartment complex that is the ancestral home of Eddie. Eddie, a teen with a weird bent for security and gadgetry, has wired the building with traps. The Edward Arms houses tenants with questionable pasts. A loose-faced mobster with friends who deliver messages with lead. An aspiring journalist who's minding everybody's business...but her own. And a handyman who rivals Eddie's mechanical mastery...with a few toys of his own.

But The Edward Arms harbors more than people. Treasure is rumored to be buried there — in the form of an ancient statue called Isix, which holds the key to the Pharaoh's riches. Treasure enough to kill for.

You start off as Eddie's sole link to the house's security system. You see, Eddie's locked in the basement, all access to his traps cut off. You control the action, arming traps to capture intruders and switching video cams between the tenants' rooms. Timing is critical in *Double Switch*, but not just timing the springing of traps. Knowing when to let an intruder wander about so you can get vital information is key to winning the game. And then, knowing which guys are the bad guys...and when...is important.

The only thing you know for sure in *Double Switch* is that nothing is what it seems, nobody is above suspicion...and you're certain to have a devilishly good time playing it.

MA-13

Central Casting

With a name like *Double Switch*, you never know who the good guys are and when you're supposed to help them...or do them in. Not everybody at The Edward Arms is dangerous...just bizarre.



Eddie, the guy you're trying to help...initially. Somebody's locked him in the basement.



Lyle, the handyman. He's figured out Eddie's traps...and made a few of his own.



Alex is writing a story about the strange occurrences at The Edward Arms. Eddie kinda likes her. Wonder if she'll live to tell about it....





Sammy Hamlin, rock band promoter with Zoo Records. He wants to cut a deal with The Scream.



Brutus is a mobster with big debts to pay off. His dying grandfather told him of the treasure buried in The Edward Arms.



Luigi and his thugs have unfinished business with Brutus. It involves repayment of a loan.



Blanche, the building manager. She's got secrets of her own.



Members of the Society of the Scroll and Key...it ain't a social club. They want the statue, and they mean to get it.



Button A: Change rooms and arm traps

Button B: Disarm traps

Button C: Toggles between map of the house and the trap selection boxes

D-Button Left/Right: Select trap

Start Button: Blueprint of traps



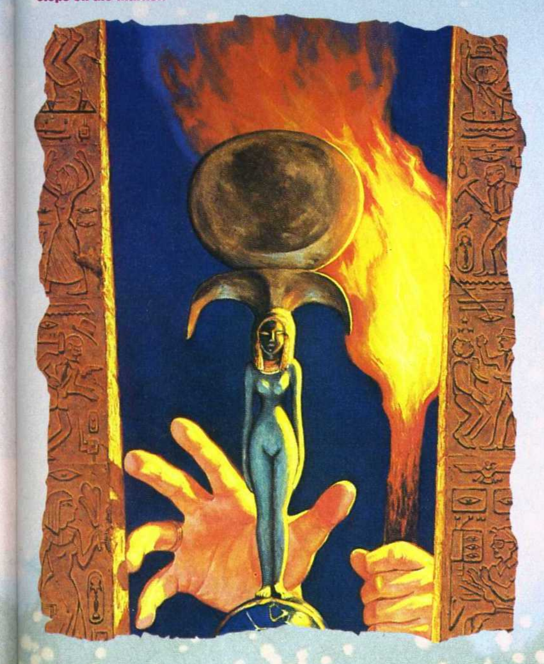
On the house map, green dots are tenants, yellow dots are intruders and red dots are members of the Society of the Scroll and Key. A yellow bar flashes when an intruder breaches a room. Go to the rooms with the yellow and red dots first.



In Act 1, you must first save Alex. Get this intruder with the Fireplace trap. Arm the trap by pressing Button A, then hitting A a second time when he steps on the marker.



Keep Brutus alive in Act 1. It may mean letting some intruders escape from the other rooms.





Eddie will flash in from his Basement prison with sometimes helpful...and sometimes irritating...commentary. He'll pull the plug on your game if you don't keep the number of Captured higher than the number of Escaped.



Guard the Powerbox in the Storage Room at all costs. Spring the Powerbox trap just as the guy is ready to shut you down.



If you arm a trap and the intruder gets away, be sure to disarm it. Otherwise, it's Power Overload and the next bad guy walks.



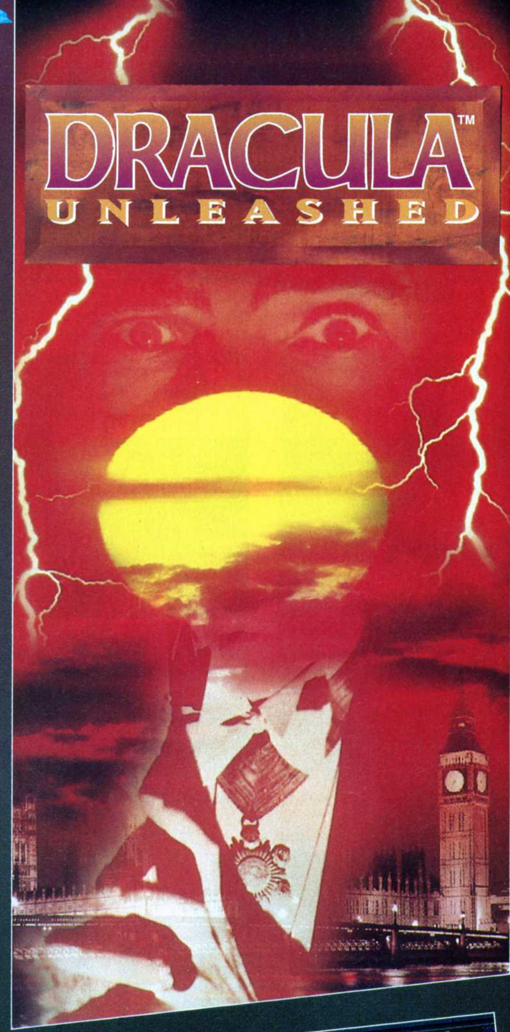
In Act 1, you need to get the numbers from the lockboxes of the four main rooms in order to unlock the Basement door to get Eddie out. Get to the lockbox before the intruder shuts the door on it. You'll get the first combination from Brutus' room, the second from the Grads' room.

HOT HINTS

- ✔ Learn the traps in each room. Get your timing down so you can spring them at the right moment.
- ✔ Keep tabs on Alex's room to keep her safe. Remember, Eddie's sweet on her.
- ✔ Eddie's comments on your game playing can get annoying in Act 1. You get to nail him in Act 2.
- ✔ You can activate the game's Save feature after completing Act 1. You get five continues per Save.
- ✔ Listen carefully to what Eddie and the others tell you. Some of what they have to say is valuable.
- ✔ When you detect an intruder entering a room, switch cams immediately to check things out. Timing is critical.
- ✔ Don't let anybody get killed...no matter how irritating they are.
- ✔ In Act 2, you're not the only one arming traps. Watch for armed traps and disarm them to keep the tenants safe.



In Act 2, Lyle will go to each room to reveal his own devious traps. After he springs the trap, you can access it. You'll need the Hands trap in the Grads room when your friend the Mummy comes a-callin'.



OVERVIEW

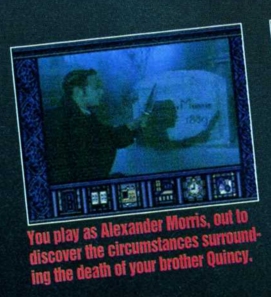
Sharpen your stakes and get ready to hit the dark and gloomy, fog-filled streets of London. You've got a vampire to kill. *Dracula Unleashed* from Sega is a sequel to the famous vampire story, involving some of the original story characters, plus a few new additions. One of the first Cinepak for Sega™ CD games and the largest video screen of any Sega CD game to date, *Dracula Unleashed* is an edge-of-your-seat interactive adventure set in turn-of-the-century London. Intense cinematic sequences give you the storyline and the consequences of choices you make during play. The game is based on movie-like sequences that can change depending on how you play the game. A broad, sweeping musical score and intense dialogue add movie-theater depth and richness. And the choices will have you sweating over your decisions.

You play as Alexander Morris, brother to the famous Quincy Morris who was slain in the dramatic chase across Transylvania to end Dracula's reign of bloodshed. Some of the characters who will help you are Jonathan Harker and Dr. Van Helsing, two of the original Drac hunters. You must track down the source of a series of mysterious, grisly murders occurring around the lives of your brother's...and your...friends.

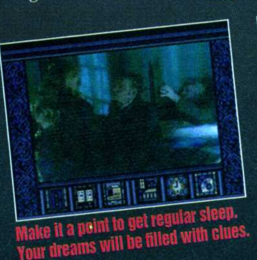
Though game play is very linear, requiring many of the winning steps to be completed in order, there are two main keys to putting Dracula back into his grave and not losing your own life. First, be very observant in every interaction. Second, don't spend too much time wandering around searching for clues. Consult your log of activity and make a plan of action. For example, on the first day of your adventure you might want to go to Anisette's house first, then on to the Holmeswoods.

Since the game play is fairly rigid, you will know within a day, most of the time, if you have left out a vital element or have not picked up something you need. The game bumps you off in one of many graphically spectacular ways. Players who have patience and like a serious mental challenge will get a major charge out of *Dracula Unleashed*. Just make sure you follow one of the main rules for staying alive ...don't lose any sleep over the game.

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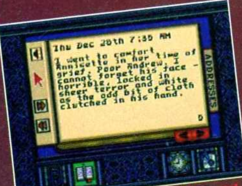
You play as Alexander Morris, out to discover the circumstances surrounding the death of your brother Quincy.



Make it a point to get regular sleep. Your dreams will be filled with clues.



You'll find vampire-hunting buddies in the Hades Club.



Use your address book to get around London and to record every significant event. You will need to review your clues as the game progresses.



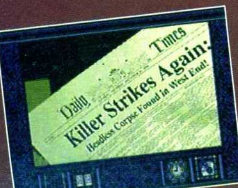
The game runs on a 24-hour clock. Consult your watch regularly to keep track of the time. You know when vampires come out...don't you?



Stuck? Don't know how to make the game respond (didn't read the manual?)? Call up Dr. Van Helsing. He'll gladly show you each of the game control functions.



As you acquire items, they'll show up in your bag. You will need to use these items. Try to think ahead and keep an item in hand (the hand icon) before entering a situation.





A trip to the newsstand will give you a number of clues, including the location of a very special pub.



Who the heck is the Bloofer Lady? Go to a bookstore to find out and you'll get more than just a book.



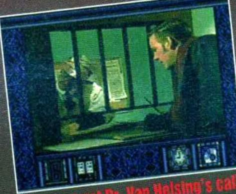
Don't visit Harker's office unless you have a present in hand. You won't last the night if you don't.



Ever seen one of these? Vampires hate 'em.



It doesn't take a scientist to figure out that Anisette is in serious danger. Unfortunately, if she goes, you go.



If you can get Dr. Van Helsing's calling card, try dropping him a line.



Father Janos will send you your brother's Bowie knife if you telegram him early on.





Play it right and you'll save Van Helsing's life, after he has saved yours.

You'll find the mallet and stake in the asylum on the last day.



Juliet may have been a friend, but there's a lot more at stake now.

HOT HINTS

- ✓ Send Father Janos a telegram before you do anything else. It will lead you to an item you must have to win the game.
- ✓ Be sure to have the blackjack in hand whenever you are in the asylum.
- ✓ If you do not get enough sleep every night, you will either become vampire bait or will slide behind in the timing of the game.
- ✓ Keep notes on what order of events works. Remember that your timing is important as well.
- ✓ Replay a scene and it will take that much time away from your day, each time you play it.
- ✓ Have important objects in hand before you enter a situation. Once entered, you cannot take an object and try it again.
- ✓ You must carry the knife when you meet Van Helsing.
- ✓ If things don't seem to be happening on time, plot out a logical train of events and then try skipping one event ahead of yourself.



Primary Aircraft



The Red Baron flew this maneuverable WWI Barnstormer, the Fokker DR.1, nicknamed Tripe.



This Warbird is the P-38 WWII pilots who flew it the Fork-Tailed Devil.

OVERVIEW

Some goon is trying to blast you outta the sky! *Racing Aces* from Sega combines the best of two worlds — dogfighting with everything from biplanes to cutting-edge fighter aircraft, and aerial racing that will leave you breathless as you bank at pylon towers that guide you through the course. This one-player disc has great 3-D graphics and one of the most interesting CD soundtracks to hit your stereo. You compete against a field of 30 rudder-busting dogfighters. With a wing and a prayer, you might just win the competition. But watch out for the cloud-busting granny. She's an ace.

Bring a Parachute

You get to fly warplanes from three eras — World War I, World War II and the 1990s. Your goal as you race through the skies is to win... and try to blow your fellow pilots out of the air. If you or an opponent gets shot down, it's a long parachute ride to the ground. But you go back in the race from the shootdown point — kills are in name only. As you rack up wins and prize money, you can buy better aircraft, soup up existing planes and purchase additional weaponry. You have 40 courses to fly, 12 fighters (three of them can be bought only from a shady black-marketeer) and any of 30 pilots from which to choose.

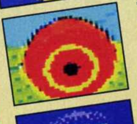
The menu gives you options for three race types — a Test Track, where you learn the ropes in three legendary combat planes; Pre-Season Racing, in which you go up against the other competitors; and the Racing Season, where you race all the tracks on the circuit in each era's planes. Each race garners you points and bonus money for shootdowns, placing and good flying. With better equipment, you win more money. With more money, you get better equipment. This is the only way to fly! GA

Power-Up Spheres



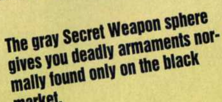
When you fly through the white sphere with the red cross, Repair makes the most urgent fixes your aircraft requires.

Turbo Boost is a yellow sphere that supplies a serious burst of speed.



The red Weapons sphere randomly gives you cannons, dual cannons, missiles, rockets and air mines.

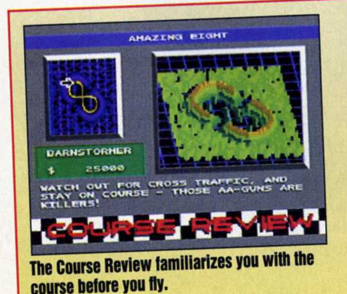




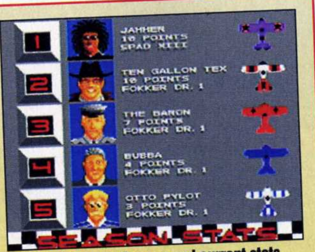
The blue sphere is Enhancements. It provides shields, anti-missile flares and Super Juice.



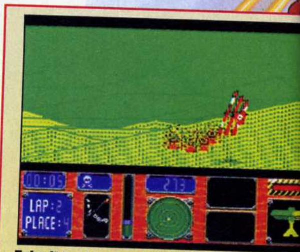
The gray Secret Weapon sphere gives you deadly armaments normally found only on the black market.



The Course Review familiarizes you with the course before you fly.



Save your Racing Season and current stats.



Take it too low on a turn, and you drag a wing tip. Do this too many times without Repair, and it's parachute time.



- Try to anticipate a target's position by firing ahead of it.
- Press Button C to Check behind your plane.
- Rockets can blast through walls.
- With missiles, the target sight goes red at lock-on.
- Fly steady. The more you turn, the slower you go.
- Stay inside the gates to gain some extra cash.
- Shoot down opponents, and they remember. The mean get meaner.



Lightning. The against it called

This Jet is the F-16 Fighting Falcon, one of the meanest multipurpose light fighters ever made.





As you fly through each sphere, you get an on-screen notation of the power-up. Don't collect the Turbo Boost on a bad corner.



When you see this chute, the game's not over. You just lose the time it takes to float to the ground, and then continue where you were shot down.



Choose from 10 pilots in each era of plane.



Purchase new planes, weapons, and power ups at Bob's Pro Shop.



Collect the Turbo Boost power-up on straights.



You reap bonus money for each pylon gate you make. Try not to miss any.

Just Review It

SEGA CD

DUNE™

OVERVIEW

Anyone who has read one of the late Frank Herbert's *Dune* novels or has seen the famous movie knows the danger, excitement and intrigue of the planet Arrakis. It's the home of the desert-dwelling Fremen, deadly giant sand worms and the mysterious spice Melange. It is also the setting for *Dune* from Virgin Interactive Entertainment, the first graphic sci-fi adventure for the Sega CD. This one-player game loosely follows the plot of the movie and the first *Dune* novel. Fans of the movie will recognize Virginia Maddsen in the opening monologue and the face of Paul Atreides.

Dune CD is complex and rich in detail. Since the game is a graphic adventure, you don't directly attack, pick up objects, handle tools or do things normally associated with adventure games. Instead, you interact with characters all across the planet, obtaining information, cooperation and giving orders to your followers. *Dune* takes place entirely from your point of view. Each character you meet and converse with responds with digitized voice synched to moving lips. The background music is eerie and haunting. And the game options are designed to give you maximum control over game play.

You play as Paul Atreides, a young nobleman of House Atreides sent to Arrakis...also called Dune...by the Emperor to mine the spice Melange. Arrakis is the only place in the universe where the spice is found. Opposing you is House Harkonnen, ruthless dictators who still inhabit the planet. You must rally the native desert Fremen to you to both mine Melange and to drive the Harkonnen from Dune. There are two problems. The Harkonnen will not give up their domain on Arrakis without a fight. And the Fremen believe you are prophesied to be their savior.

You begin your adventure in the Atreides Fortress. Talk to Duke Leto, your father. Then find your friend and advisor, Gurney Halleck. Good luck...good mining... and never walk in the desert without a stillsuit.

GA

The Desert Fremen

You must win the cooperation of the Fremen in many areas if you are to be successful. You'll find them in seitches...hidden desert communities...all over the planet. Their tastes in hairstyles are... highly refined.





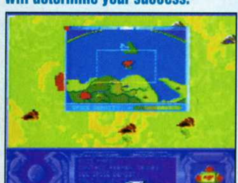
Most of your interaction with Duke Leto, Jessica, Thufir Hawat and others will take place in this fortress.



You will issue orders to your Fremen troops from inside the seitches. How you assign troops and equipment will determine your success.



One of your first missions is to find a maker of stillsuits...and have the suits delivered to the fortress.



Prospector Fremen will give you a map that makes it much easier to find areas of spice.



It does not pay to wander in the desert without a stillsuit or without purpose.

The Faces of *Dune*

Arrakis is filled with people who are vital to your missions. Here are a few of the most important.



Duke Leto, your father



Jessica, your mother



Paul Atreides, yourself



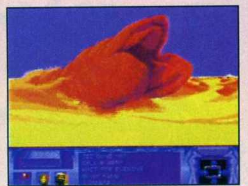
Gurney Halleck, friend and advisor



Duncan Idaho, friend and supervisor of spice mining



Thufir Hawat, a Mentat and advisor





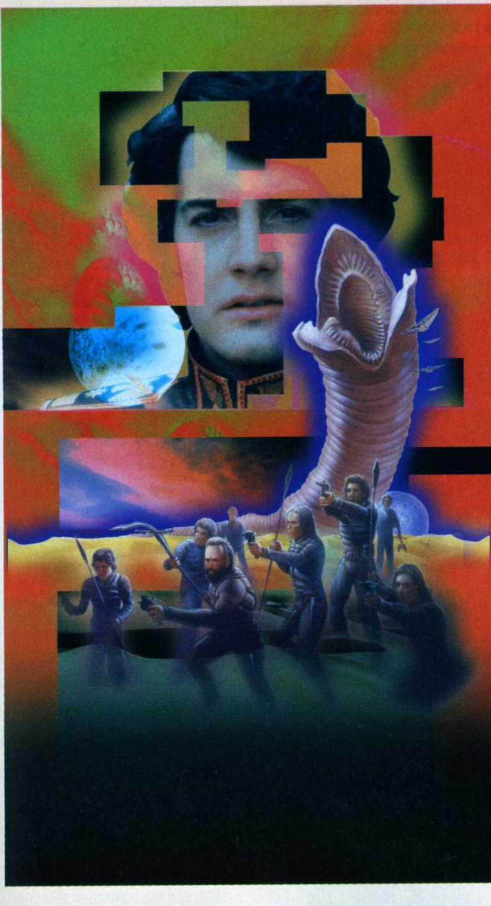
Worm travel is one of three means of transportation you have available. But first you must learn to ride them!



Rooms are first seen in perspective. When you select a person with which to interact, the following screens will be in first person.



Trust Gurney Halleck's advice to get you through the early stages of the game. As you grow stronger, you will become more self-reliant.









In Orni flight you can either select a known destination or head for a compass bearing to explore the desert.



Flight sequences use scaling, rotation and zoom to give you awesome views of Dune's desert surfaces. Keep track of the window in the upper right corner to track your flight progress. An option allows you to switch to your destination, if you have one selected.



Duncan Idaho is one of the best friends you'll have. Follow his advice, especially in the area of spice harvesting.

HOT HINTS

- Always take someone with you when you are flying in the desert.
- Your mother, Jessica, has the power to sense unseen objects and danger. Ask her to come with you to explore the palace.
- The Emperor wants his spice. He'll ask for it in ever-increasing amounts. Give it to him.
- "Could you be the one?" The Fremen have a prophecy that concerns you. Remember that driving out the Harkonnen is just one of your goals.
- Gurney Halleck is an important source of knowledge. Take him with you whenever possible.
- You will find Prospector Fremen very near the Castle, after you have learned to "appreciate their skills."
- You must send Prospectors into new areas before the spice there can be mined.
- Spend some time alone in the desert and you will gain special powers; among them, the ability to have visions.
- When you have defeated a Harkonnen stronghold, "Rally" their Fremen to you.
- Make it a point to look in the mirror in the Palace forward room. Here you can save, get a look at yourself and see what color your eyes are turning. Totally blue irises means maximum spice saturation.

Hurrah, sharp-tongued, knows many Fremen leaders.



Chani, brave and beautiful, destined to be your bride.

Stilgar, a powerful Fremen leader

Smugglers have equipment you need to mine and wage war.



The Harkonnen Duke and his son will die before they give up their hold on Dune.



The daughter of the Emperor will tell you the story of Dune.



OVERVIEW

Do a dance of doom with Dirk the Daring in the all-time best-selling arcade hit *Dragon's Lair,* now on Sega CD from ReadySoft. This one-player action/reaction title will leave you groaning in dismay at Dirk's deaths and cheering as you get him out of pickle after pickle. Unlike the versions on other platforms, this is the real thing. All the original sounds and music tracks are here, right down to Dirk's off-key humming as he braves challenges and monsters. Battle Singe the Dragon and the Black Knight. Venture into the *Dragon's Lair.*

Dirk Still Daring, Daphne Still Darling

As Dirk the Daring, you are on a noble quest to rescue the Fair Princess Daphne. The good lady has met with foul play and been kidnapped by an evil dragon named Singe. To recover the Princess, you must traverse dangerous lands and slay numerous monsters, armed only with your wit and trusty sword. If you make it to the end, you'll find that darling Daphne is very happy to be rescued. As in other action/reaction titles, you control the character's movements at moments of danger. Timing is critical. Move too late or too early, and Dirk the Daring becomes Dirk the Dead. Each scene may take numerous attempts to master as you figure out when to swing the sword and when and where to leap.

Poor Dirk takes on more danger than a fella should have to face in a lifetime. He has to avoid lightning and flames in a Room of Fire, battle with a Lizard King, ride through the intense Whirlpools/Rapids area, jump over geysers and fend off an attack in the Lava Field of the Mud-men. As you react to the hazards that harry our hero, you follow Don Bluth's spectacular original art and sense of humor with character animation. The monsters are funny and interesting, and Dirk's death scenes offer a chuckle even as you grimace at yourself for killing him off.

GA


As Dirk falls through the drawbridge, he'll be attacked by purple tentacles. Swing your sword at the tentacles. As the sword is in mid-swing, press Up on the D-Button.


When you reach the three doors, take the Right.


Don't drink the potion that says Drink Me. Go out the door to the right.


In the area called Bubbling Ooze in Kettle, your first move is Up.


In the Sliding Stairs area, you'll move left to avoid sliding into the pit. Chop the monster once, run away and then choose the hole in the wall while ignoring the chain.


After killing the first two striped snakes, go Right to pull the skull, and Dirk scampers up a rope.


After the magnetic ball takes your sword, move around to avoid the electricity.


Dirk doesn't like spiders. Kill 'em.

HOT HINTS

- ✔ If you have difficulty with an area, watch the animation carefully and send Dirk in the safest direction. If you can't find a safe direction, look for an opening to swing the sword.
- ✔ Timing is key. Often you may be doing the right thing but have the wrong timing.
- ✔ Try to avoid multiple button presses. If nothing happens immediately when you press, wait and the animation will continue to finish. Otherwise you may send a second and third command and kill Dirk.
- ✔ Sometimes it takes a couple of tries to figure out which direction to send Dirk. Keep trying.
- ✔ Keep an eye open for flashing areas. These are clues that you need to send Dirk in that direction.



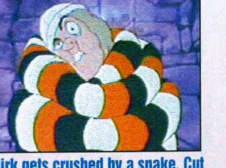
This is your hero, Dirk. Keep him out of harm's way to rescue fair Daphne.

This is Princess Daphne. She needs your help. When you get to the final scene, she tells you what to do and when.

A Few Dirk Deaths



Dirk gets crushed by a snake. Cut him before he squeezes you.



Falling into a pit is no way to go. Remember that stairs can be slippery.



Dirk plays light bulb in this death scene. Avoid electricity; our hero doesn't get a charge out of it.



Fend off these skulls before they put the bite on Dirk.



Dirk's been done in. Hit Start to continue.



The ooze monster likes his knights raw.



In the Tentacles from Ceiling area, chop the tentacles with your sword and watch for flashing objects around the room. As the objects flash, hit the D-Button in each direction shown.

Avoid the charging knight in the Phantom Knight area while also avoiding the thorns. Jump into the small cave at the end.



At the Checkered Floor area, jump to the squares not covered by electricity and then kill the Black Knight.

When you get to The Goons, kill the first, then climb the stairs and kill two more.



The second and third moves in the Kettle area are to chop the ooze monster and then slice the smoke monster.

Just Review It

SEGA CD

LUNAR
THE SILVER STAR

OVERVIEW

Monster slayers, magic users, warriors and guardians—warm up your Sega CD and get ready for the first big-time adventure role-play game to hit the Sega discs. One of the best-selling titles ever in Japan, *Lunar: The Silver Star* by Working Designs is a huge game that takes you above and below ground, through the skies, across a planet and into other dimensions in a magical quest to become a Dragon Master. Using all the Sega CD's capabilities, *Lunar* features comic book-style stills, digitized voice and music, super sharp graphics and an AI feature that automatically selects the best combat attack.

The real merit of *Lunar* is the game play. There is a lot to do. Plan on spending 60 hours or more mastering the sometimes complicated twists and turns of the plot. That's if you're good. You begin the game as Alex, a young man destined to become a Dragon Master. Your constant companion is a white cat-sized flying creature with a sharp tongue and sense of humor named Nall. Interaction with good and evil characters, beasts and battles...many battles...build you into a character with abilities of heroic proportions. Other characters in the game will ally themselves with you from time to time, in parties large and small, trusting their fortunes to your quest. Others will leave you to join forces with your enemies. Some will even work both sides of the fence. *Lunar's* AI feature gives the characters the ability to act on their own, as the situation merits. You'll find that Nall is often ready with a smart-alek reply, and that Kyle, a warrior, has an eye for the ladies. There are opportunities for you to get into some trouble as well!

AI has another meaning in combat. Select this option and your character will automatically attack the nearest enemy with the weapon they have in hand. Using advanced attack skills for non-magic users and spells for those so suited calls for direct guidance on your part.

Completing the game calls for solving a big series of adventures while you seek out the magical Dragon Armor, other Dragon items and your destiny. Each adventure usually takes you into a dungeon/tower for combat and a twisting, maze-running search for an important item. The game offers good clues for advancing. If you reach an area and nothing happens, go out and fight for a while, bumping yourself up a level or two and increasing the skill of your weaponry. Or review the clues people have given you in the various towns and zones. You either are not strong enough or are missing a character. Put it all together and the next adventure is revealed, sending you to another zone and a new series of mysteries.

MA-13

HOT HINTS

- Save regularly and often to avoid replaying sections of the game. Good places to save are after gaining a level, before entering towns, cities and dungeons, and before entering rooms.
- Use spells which inflict damage on multiple enemies when fighting the weaker packs of beasts. You'll take much less damage and will spend less time fighting these annoying pests.
- Spells fall into four basic categories — Earth, Air, Fire and Water. Hand in hand are Hot and Cold spells. Try to match them against enemies. And remember that sometimes cold steel is best.
- Turn off the AI feature if you want total control over your characters.
- When powerful characters join your party, take them out on a romp through dangerous territory so you can use their stronger attack skills to help you build levels and cash.
- Watch doorways in caves, towers and dungeons. You will be able to tell whether the stairs go up or down.
- Don't rely too heavily on the Dragon Wing for transportation. You'll miss the opportunity to battle, earn and increase your levels.
- Keep weaker characters to the back of the party so the stronger ones can take the damage of combat.



Tempest and Fresca are two of the Prairie Folk. If you find yourself in a dungeon with Tempest, Equip him with the Pixie Whip, if you can find it.

The White Dragon will quest. You will need his get the way to his lair.


As Alex, your destiny is to become the last of the Dragon Masters.


Peter Laike is an important character whom you'll meet from time to time. He is a very strong fighter. Use him to build cash and hit points.



Kyle is Guardian of the Nanza Barrier. He is a powerful warrior with some very fancy moves up his sleeve.


Touch pillars like this to restore your hit points. Some will restore your magic points, allowing you to stay in the countryside longer.



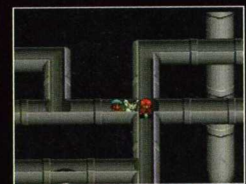
Nall or other characters will often let you know when you've entered an area before you have enough experience points or the right items to make it happen.



The Dragon Bolt is one of the more powerful spells of the game. You earn Dragon Spells as you find pieces of the Dragon Armor.



You'll meet travelers and other folk in many of the caves. The game mimics reality in many ways.

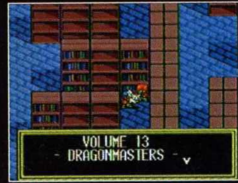

Myght's Castle is a maze of pipes and catwalks. Be wary of holes in the flooring. Some will bring you back to the first floor. Others you'll need to reach higher places. Trial and error...unless you watch the various heights of the pipes.


The Inferno spell is a powerful fire spell.


You won't get to Damon's Spire without this little device. You can find it in Iluk. But you have to do a little favor first.



The Eastern Desert is a good place to earn cash and level increases. Fight the man-eating plants in "Attack" mode and leave the desert to recharge hit points at the pillar right next door.



Try to find Dragonmasters Vol. 13 in Damon's Spire. It is refreshing in more ways than one.



The books in Damon's Tower are filled with interesting...and sometimes hokey...information.

start you on your diamond. Don't for-

Ghaleon is one of the original four heroes. His magical skills are awesome.

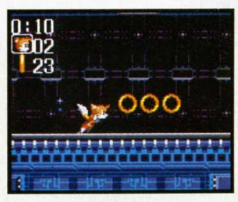
SONIC THE HEDGEHOG CHAOS™

Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.



Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.

Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.



Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.







As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.



Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin,' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).

e Rocket Shoe fits, wear it.



Sneak Peek

GENESIS

BODY COUNT


Your alien attackers come from everywhere and include giant mechanical spiders that shoot poisonous green globs. How fast can you react?

OVERVIEW

Menacer owners, lock and load. The newest Menacer-compatible game is heading your way. *Body Count* from Sega puts you behind the sights as a resistance leader, shooting it out with the alien forces that rule Earth.



Body Count is a one- or two-player game. You can battle the invading forces with your Menacer, Mega Mouse, a control pad or a combination in a two-player contest.

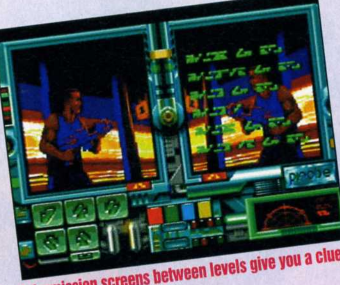

You'll be attacked by groups of six, eight or more. Look for special items to give you an edge.

Body Count is a one- or two-player game for the Menacer, Mega Mouse and control pads. The action is nonstop shoot-'em-up through five big hair-trigger levels. The game is loaded with enemies that run, leap, crawl, bike, fly and appear from nowhere. Backing them up are mechanized machines of destruction that take serious blasting to defeat.

The game is packed with power-ups and special weapons. Look for intermission sequences between rounds to keep you in tune with the story. Alien invasions are always a bummer. *Body Count* is the game that gives you a chance to fight back...without getting tangled in your game cord!

NOT YET RATED


Once it was a subway. Now it's crawling with vermin!


Intermission screens between levels give you a clue as to what comes next.

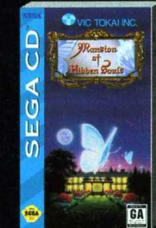

The Underground puts you into a shoot-out with twice the terror.


Aliens on wet bikes? Waste 'em with your Menacer and see if they can swim.


Most Body Count bosses sling rockets as fast as you can shoot 'em down.

Meet Our Soul Survivor.

Our guy looks like he made it through Mansion of Hidden Souls with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.







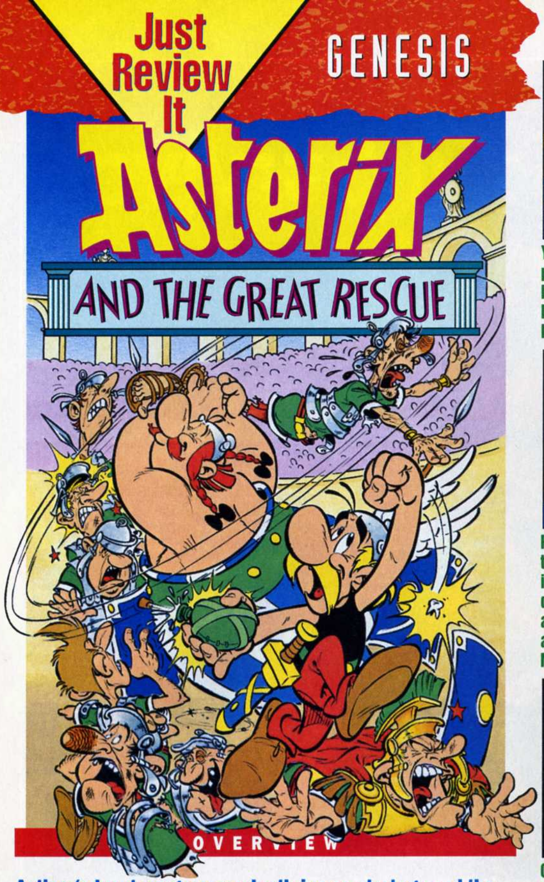
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SEGA CD™





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Torrance, CA 90501



Action/adventure gamers who thrive on strategy and the added push of a ticking clock will find *Asterix and the Great Rescue* a challenging and fun mix. This one-player Genesis game from Sega stars Asterix, the feisty...but comical...Gaul warrior from the internationally known *Asterix* comic-book series. *Asterix and the Great Rescue* has sharp graphics, comical animations and diverse, challenging game play.

You can choose to play as Asterix or his sidekick, Obelix, on a mission to rescue two friends kidnapped from your village. Your only defenses are your quick fists and Magical Potions that you find. The Potions give you special powers, such as the ability to fly for a short time or to transform into a bush that is invincible to enemies. Another Potion gives you bombs for long-range defense and another gives you a cloud, which can be used as a bridge or to climb.

Set in the days of the Roman Empire, the game takes you through six levels beginning in your hometown, The Gaulish Village, until you reach Rome. Along the way, you'll battle through a Roman Encampment, trek through the dangerous Forest and even take an unexpected cruise...on a Roman Galley. Each level has multiple zones for hours of game play. The game also has a password feature so you can return to battle whenever you want!

GA



You can crawl into tight places by pressing the D-Button Down/Left or Right. Go left to get the Magical Potion which will arm you with bombs.



Press the D-Button Up and Button C to scroll through your Magical Potion inventory and choose your means of defense. Looks like all you've got are bombs to cook the lobsters up ahead. Press Button C to use your Magical Potions.



Choose the cloud steps from your inventory and you can use it to reach the post. It's only a cloud and will not carry your weight for long.



He's guarding the door...but you can't get in without the key. Go left, then come back and call on him.



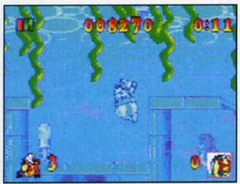
There's no place to go but up, but the weight on this platform keeps it from moving. Time to toss a bomb.

HOT HINTS

- ✔ Zones are timed, but take your time and don't rush.
- ✔ Asterix can get through small gaps easier than Obelix, but Obelix has a greater range to his punch.
- ✔ Sea horses, dogs and bunnies are not your friends. Eels and jellyfish are.
- ✔ Jump on everything! Some things will become trampolines.
- ✔ Don't waste your bombs on soldiers or enemies you can remove with a punch. Save your bombs for blasting open passageways or taking out big enemies.



Jump on switches whenever you see them. They usually open doors or build special platforms you need to advance. This switch reveals the door to a secret tunnel.



If you're facing a dead end, it's probably because you didn't trip a switch somewhere. Go down to the lowest level and head right to find the switch that builds a step for you to scale the wall.

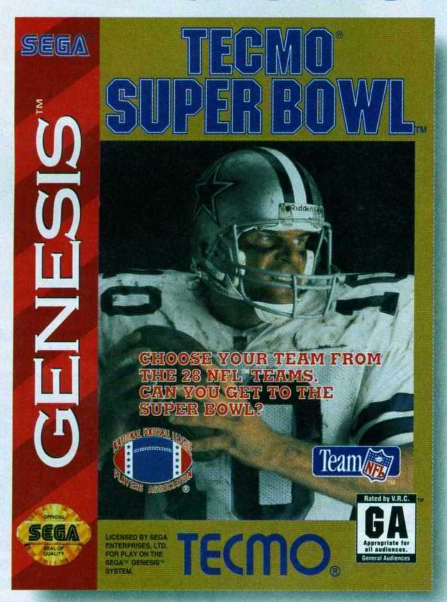


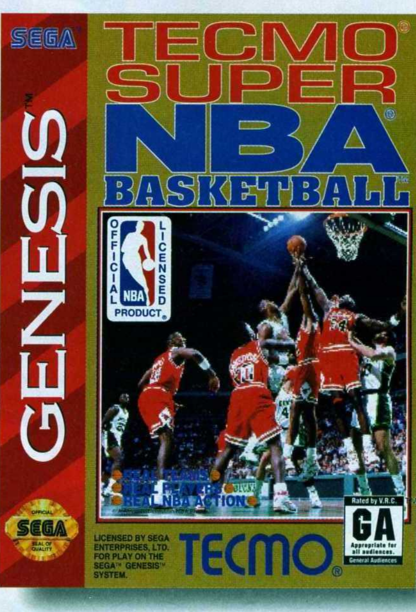
When you come out of the castle chute, head left and up to collect the Magical Potion. From here, just jump to get to the top level where the door is. Head right this time when you come out of the chute.

TECMO® SPORTS™

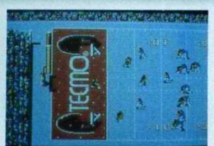


The Greatest Sports Games are from Tecmo.









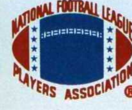




REAL TEAMS!
REAL PLAYERS!
REAL SPORTS!

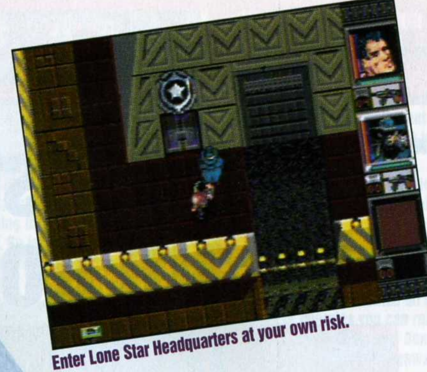


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Enter Lone Star Headquarters at your own risk.

OVERVIEW

Enter a radical, cyberpunk future that melds flesh, magic and cybertechnology in *Shadowrun* from Sega. This one-player, 16 meg with battery back-up action/RPG takes you on a wild search for your brother's killer in the urban sprawl of a violent future Seattle. *Shadowrun* features explosive real-time combat using four types of shadow warriors — Samurais (modified human fighters), Deckers (skull-jacked cyberspace battlers), Mages (academic magic wielders) and Shaman (totem-based magic wielders). Travel through seven different areas of Seattle, from slum to wilderness areas, fight through dangerous high-tech corporate headquarters and the deadly nodes of the Matrix, jacked into your computer for lethal first-person cyberspace warfare.

Everything Has Its Price

You play as a shadowrunner — one of the loners who spend their time on the fringes of humanity doing other people's dirty work for a price. Search the techno slums to hire a team of two shadowrunners from a pool of 10 and take them out on increasingly dangerous runs in a quest for Nuyen (bucks), information and a solid rep. Choose from over 100 different items, including weapons, armor, cyberware implants, spells and myriad cyberdeck options. Physically jacked into the computer and riding the Matrix, you search for info, crash corporate computer systems and fight for your life evading ICE (Intrusion Countermeasure Electronics).

There are 'runners for each type of job. Seven types of runs are available: courier, bodyguard, bounty hunting, corporate employee extraction, corporate data acquisition, enforcement and cyberspace runs. Your shadowrunners have running attitudes — if a runner is injured or mistreated during a run, he will remember and charge you more money next time. Lone Star (future police) also keeps a running attitude. The more illegal acts you commit, the harder they'll hunt you down. Various contacts can be paid to help you along the way. One, for instance, will erase your record with Lone Star. Others get you discounts, protection and offer various services. The non-linear storyline features plenty of surprises and over 70 hours of solid game play.

NOT YET RATED



You can play Shadowrun as a Samurai, Decker or Gator Shaman.



Search dangerous areas for other runners to join your team.



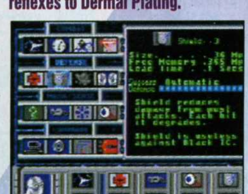
Accept shadowruns from various Mr. Johnsons (employers). As you get a rep, you'll get a bigger bunch of Nuyen.



Find various legal and illegal weapons stores to upgrade your armaments.



At the cyberware stores you can purchase everything from wired reflexes to Dermal Plating.



Choose the software you want pre-loaded before jacking into the Matrix.



Masking software will normally get you past low-grade ICE.



When battling Black ICE (fatal if you lose), you'll need to keep a med-kit at the ready.



Once you have a team together, you can switch between members by hitting Button C.



The Magic Stores are apt to be pricey. You can get discounts by courting the right people.



In the more dangerous areas of the sprawl you will have to blast gangs, other runners and enemies to survive. End up on the wrong side of Lone Star and you'll be fighting them as well.



You increase your Karma by doing things like assisting people in trouble. Prepare to fight, because some of these are traps.



Gain contacts everywhere. Talk to the Halloween Gang in the Redmond Barrens and they'll have someone for you.

HOT HINTS

- ✔ Increase your Nuyen and Karma substantially before stepping foot outside the Redmond Barrens.
- ✔ If you don't want a particular shadowrun, say no. Then walk back and see the Mr. Johnson again. He'll have other runs available and will sometimes increase the bounty after a run has been turned down.
- ✔ Stay away from Ghoul Haunt shadowruns until you have decent weapons.
- ✔ In the Matrix, always Analyze first. Then try Masking, Attacking and so on.
- ✔ Put together enough Nuyen to get your brother Michael's belongings from the crash-house he was staying in. These will give you solid starter clues.



Run an Analyze to read what type of ICE and Node Defenses you are up against.



Your Pocket Secretary keeps all pertinent information for you (hints, tips, names and so on), so that you don't have to write it down or try to remember it.



Go to hotels/inns to get rest and redistribute the Karma points you have gained.

In Cyberspace, the CPU is usually the toughest Node to crack.



OVERVIEW

Beam into a Trekkie's dream come true with *Star Trek: The Next Generation* from Sega. A one-player deep space adventure, *Star Trek: The Next Generation* puts you in control of every aspect of the Enterprise, from the Bridge and tactical space combat to awayteams. With the advice of Capt. Jean Luc Picard and other *ST: TNG* characters to back you up, pilot the Enterprise in an adventure to track down the mystery of an ancient device before the Romulans wage war on the Federation.

A distress call from this archaeologist will start your adventure.

Each section of the game requires a different usage of your three-button control pad. Press Start in any section of the game to get the highlights on how to control the action in that section. Here are the button commands for awayteam missions.

You Have the Conn

Action aboard ship takes place on the Bridge, from your seat at the Conn. Pressing the D-Button Left or Right rotates you around the Bridge to access Communications, Sensors, the Computer, Engineering, the Transporter, Navigation and Capt. Picard in the Ready Room. Each area is vital to your success. Navigation will give you information about your surroundings and your destination. Consult the Computer to learn about the Enterprise, the Federation and other cultures, including your enemies, the Romulans. Tactical is where ship-to-ship combat occurs. And consult Engineering to allocate ship resources to fix combat damage to the Enterprise's many functions and systems. The Transporter Room is where you build awayteams. And the Conn is where you can access Navigation and set a course to adventure.

Though the game takes many twists and turns, the areas where your skills count most are in space combat and in awayteam missions. Ship-to-ship combat pits you against various types of spacecraft in running combat. Survival calls for pressing an attack at close range, then retreating when your shields are approaching shutdown. Allocate your Engineering resources heavily in the shield, weapon and engine areas and you will be able to outlast even multiple Romulan warbirds.

Awayteam missions put you in charge of up to four crew members, both as a team and as individuals. *Star Trek: TNG* assumes role-play proportions by letting you separate a member from a team and take them on their own. Command can be shifted to any of your awayteam as the situation arises. Missions will consist of various types...usually without much information...that will lead you to more clues about the ancient device.

GA



Beam on down with your choice of the Enterprise crew. Each has strengths to offer in certain situations. Always take someone with a tricorder.

Awayteam missions allow you control of each member individually or the team as a group, led by the member of your choice.



The Computer accesses the ship's extensive library.



Enterprise crew members will let you know when you have accessed an area that is not needed or cannot be used.



After selecting your awayteam in the Transporter Room, press Button A to beam down.



Since Lt. Comdr. Data is an android, he is pretty tough and not as prone to damage as some of the human crew. He is a good choice for all awayteam missions.



You should not take the Captain on an awayteam mission. If he is injured too severely, you will not be able to finish the game.



Never trust a Romulan. They will fire upon you and, if they bother to answer, will often lie. They will harry you throughout the game.



You'll be wandering in the dark when you enter the alien vessel. Remember that Geordi La Forge can see in the dark.



Saving the alien ship is vital to winning the game. They may impart some interesting information.

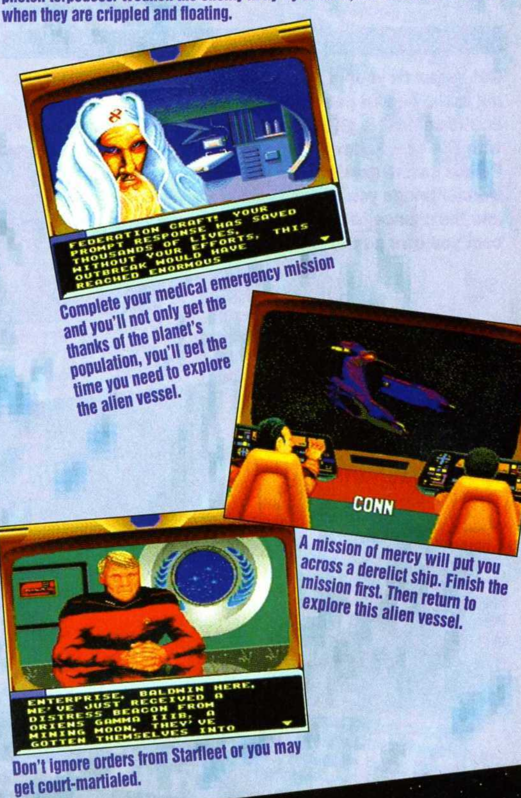
HOT HINTS

- ✔ Always try to Hail before you fire. You might be able to avoid combat and potential major ship damage.
- ✔ On awayteam missions, take a reading on an object with a tricorder before you pick it up.
- ✔ If you collect all the optical circuits in the alien vessel and then beam back to the Enterprise, all the circuits and items will be transferred to the lead member of the party. This makes it easier to try different objects because you don't have to switch between characters.
- ✔ After selecting a destination in Navigation, be ready to move to Tactical for combat. The Romulans like to stay cloaked and will often approach without warning.





Ship-to-ship combat takes place in Tactical. A ship icon keeps track of your shield status in both distance and close-up views. While your phasers can be used as long as the Enterprise has power, you only have a limited supply of photon torpedoes. Weaken the enemy in fly-by attacks, then close in for the kill when they are crippled and floating.



Complete your medical emergency mission and you'll not only get the thanks of the planet's population, you'll get the time you need to explore the alien vessel.

A mission of mercy will put you across a derelict ship. Finish the mission first. Then return to explore this alien vessel.

Don't ignore orders from Starfleet or you may get court-martialed.



Just Review It

GENESIS

CAESARS PALACE™

OVERVIEW

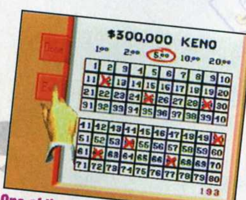
Got Vegas on your mind? Is the sound of dollar coins ringing in the payout pan calling to you? Virgin Interactive Entertainment is giving you a means to scratch that itch with *Caesars Palace*. Created with the help of the Caesars' Palace casino gaming experts, this one-player wagering wonder brings you all the famous gambling mecca's action and the chance to be a high roller — without laying every cent you own on the line to make it happen.

Like the *Caesars Palace* Game Gear version also reviewed in this issue, the name of the game is total gambling realism. The object is to become a high roller and walk away with the loot. Gaining high-roller status allows you into areas where minimum bets are $1,000 and maximum bets get upwards of $50,000. The key to success is either betting conservatively, pressing your bets when you feel you have an advantage, or being aggressive and throwing fate (and quite possibly your money) to the wind. We can't tell you which is best, because we don't control Lady Luck. What we can say is that if you have ever entertained dreams of being a big-time gambler, or you love to pit yourself against the odds, then *Caesars Palace* is a game you should spend some time with. MA-13





You can buy three types of scratcher tickets from the ATM machine. Hit a "bomb" and you invalidate the card.



One of the more popular low-involvement casino games is keno. Just mark the numbers and see if you win. You have about as much chance of winning a lottery as you do of hitting all 14 keno numbers.



Convenient ATMs will let you open new accounts or draw on the monster wad of cash you (hopefully) have accumulated.



One of the handy features of off-track betting is a horse stat sheet. Study a horse's win, place and show record before you place your bets.



Roped-off tables are for high rollers. Go play in the casino and come here when you get serious.

Blackjack



Blackjack! You just got 21. A natural winner. This is what you like to see!



Always assume the dealer's facedown card is a 10-value. Here, the dealer probably has 17. You have 13. The best strategy is usually to take a hit.



If you have 11 and the dealer is showing less than a seven card, place a second bet next to your original bet and you'll get one card. Hopefully you'll get a 10 card, giving you 21. This is called "doubling down."



Welcome to the big leagues. Dealer is showing a fire, you have a pair of sixes's. Split the sixes and double your bet. The first six gets hit with a three. You double down...but get a low card. Your second six gets pegged with an eight. You have 14. Bad news. But...the dealer busts! You're $300 ahead. Now see if you can stay there!

Video Poker



Notice anything unique about this hand? It's all spades. Payoff is 6-to-1.



You have much better odds of drawing to a straight when the card you need is the first or last in the series. Trying to draw a middle card is called "drawing to an inside straight" and is not a good ploy.



Get three of a kind in your first draw and you are in a very good position for a number of possibilities. Remember that four of a kind pays 25-to-1.



Two pair can easily turn into a full house. Betting the maximum amount each time allows you to fully capitalize on winning hands. Here you'll get a payoff of 9-to-1 if you're successful.

Slot Machines



Slot payoffs can be very high. But big winnings are much harder to make. Bigger payoff, bigger risk.



Play all three lines to maximize your potential for winning.



By pressing Button C, you can access your chip inventory to give yourself the right denomination for the right gaming machine.

Craps and Roulette



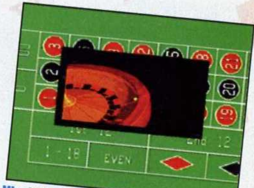
The first roll in craps establishes a point. That point must be rolled again before a seven or "craps" rolls out.



After the comeout roll, you can place a bet on the "point" the shooter must make, and you make other table bets as well.



Roulette offers many wagering choices, from simple ones like picking red or black to selecting numbers in multiple combinations.



Virgin Interactive Entertainment went all out to bring you casino realism, such as the look of the spinning roulette wheel.

HOT HINTS

- ✓ Every time you hit it big, go to the ATM and record your password. If you get wiped out, you can enter that password and be back in the action with a full load of cash.
- ✓ Scratcher tickets are fun but don't offer a real opportunity to get rich. Erase a card and you'll see just how difficult it can be to make it past the "bombs."
- ✓ Blackjack has the odds most favorable to winning. If you get an ace and a two or three and the dealer is showing a two-through-four, double down. You have a good chance of winning your doubled bet. But remember — it's always a gamble.
- ✓ Make $50,000 and you can enter the high-roller areas.
- ✓ The higher the payoff, the less chance you have of winning.
- ✓ Press Up and Start to access the Help section of any game. You will receive information on how to bet and play the games.



OVERVIEW

Pick up your whip and your spear — a wooden stake and some garlic wouldn't hurt either! Konami's giving you the chance to carry on the unending fight against involuntary anemia and the Master of the Undead in style with *Castlevania Bloodlines,* their first *Castlevania* title for the Genesis. The latest in Konami's *Castlevania* game line, *Bloodlines* brings you all the fast-paced, whip- cracking action of the original with a new fighter, new battlegrounds and new enemies.

Fans of the *Castlevania* action games will be familiar with the famous Morris name and the familiar Vampire Killer whip. New to the Genesis version is Spaniard Eric Lecarde and his Alcarde Spear. Each can be powered up by finding the right items. The object of *Castlevania Bloodlines* is to find Dracula and hammer ol' fang-face back into the grave. To do that you have to track him across seven multi-level, monster-laden stages.

Bloodlines is a three-button title. Options allow you to select difficulty and the buttons for your Main Weapon, Weapon Item and for Jumping. The most important key to winning is timing. Each of the bosses and major enemy types attacks in patterns. Learn 'em to win. Playing the game at the easier levels first is another good way to learn the patterns, though most hard-core gamers will jump right into the fight and learn to whip/ spear and jump as the game goes on.


Accumulate enough weapon icons and you'll be able to launch a super weapon—in John Morris' case the all-enemy-seeking Water Dragon.


Collect this icon to power-up your whip or spear. You'll find it...and other Weapon Items...in Fat Candles.


Find this Orb to raise the attack level of your weapon. You'll find it just past the first stairway in Dracula's Castle.


Jump, press a Diagonal and the Weapon Button to make Johnny swing from stone ceilings. He is invincible when in midswing but can deliver damage like a wrecking ball.


A little Holy Water will make your enemies burn with holy fire. Each splash will use one jewel.


Look for cracks in walls and pillars. Whack 'em to find special weapon power-ups and tasty life-meter recharges.


Axes have a high enough loft to reach enemies on higher levels. Skeletons like this one will try to drop bones on you.


Touch this Real Mirror in the basement of Dracula's Castle and all the enemies on screen will be destroyed.


To make a high jump, press Down until Eric starts to tremble. Then press the Jump Button. He will use the spear as a pole vault. This is his special move. John Morris has other talents.


This ain't no stairway to heaven. And there is no turning back. Hit the light in the middle of the path and you'll find an extra life.

HOT HINTS

- Eric Lecarde's Alcarde Spear is a more versatile weapon because you have more reach and can stab Up and Down.
- Use thrown weapons against bosses as they approach, then switch to your primary weapon for a quick hit or two before moving out of their way.
- Super moves make you temporarily invincible.
- Don't pick up every weapon you knock down. Some are much better than others. Try to hang onto the good ones.
- Fat and Thin Candles each hold different items. You'll find weapon objects in Fat Candles.
- Collect 99 gems to get an extra life.
- One Blue gem equals five Red gems.
- Attack Items use a certain number of gems each time they are used.
- At certain points in the game, rising water or other obstacles will force you ahead in the game. Don't panic and move too quickly. Follow the pace of the game.





The bosses in the Atlantis Shrine attack with maces and battle axes. The mace is just longer than you can run after delivering a hit. Use your distance weapon on this boss. You can beat the second boss with main weapon blows alone. Just watch out for his leaps. He wants to land on you.



Level two, the Atlantis Shrine, is filled with lizard men and minotaurs. Press and hold the Attack Button to swing the spear at arm's length.



The level one boss attacks with three sets of weapons and can jump from one side of the screen to the other. Your spear is effective against all of its attacks. The problem is its spear. With a longer reach than yours, the best bet is to hurl weapons from a distance.



Defeat a real eyesore of a boss and you'll be able to take a crack at this column. Clear the last stone to make your weapon more powerful.



This nasty canine has a howl that can shatter glass...sending the sharp shards down on your head. His tongue can lash out flames. Hit him with your distance weapon and try to avoid the falling glass.



You can't run under the pendulum. And it can't be destroyed. The only way is up and over. Time it right and you'll get the credit for a skeleton that jumps for you and lands on the blade.

A NEW BREED OF PARK... A





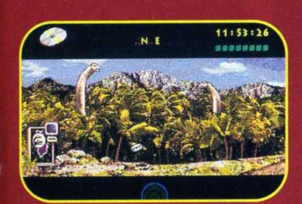


DIFFERENT KIND OF ADVENTURE!



THE THOUGHT-PROVOKING ADVENTURE AND JOURNEY INTO THE UNKNOWN CONTINUE AS YOU MAKE YOUR WAY THROUGH FULL-MOTION VIDEO USING CINEPAK™ FOR SEGA. IT'S A SEEK- AND-SEARCH MISSION TO UNLOCK THE MYSTERIES OF THE PREHISTORIC GIANTS -- AND SALVAGE THEIR PRICELESS DINOSAUR EGGS! UP TO NOW, YOU'VE BEEN ABLE TO EXPERIENCE JURASSIC PARK FROM A SAFE DISTANCE...

WITH SEGA CD™, YOU'LL BE THERE... AND YOU WON'T BE ALONE!



QSound™ and 360° excitement means there is danger around you no matter which way you turn!



Paleontologist Dr. Robert T. Bakker knows his dinosaurs, and if you pay attention, you will too.



Your night-vision goggles let you see all...including the raging raptor!



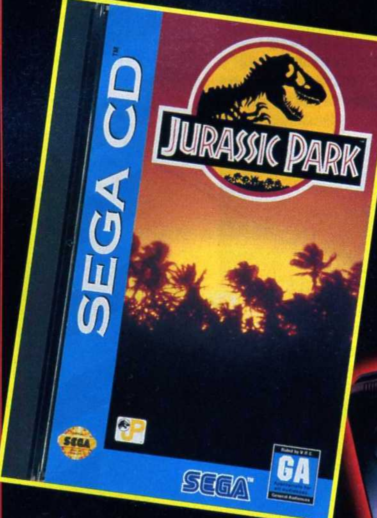
The high-tech computer room is the nerve-center for your journey...and your lifeline!



What could be more valuable than real dinosaur eggs... (except your life)?



This could be the last thing you see...







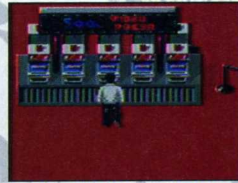
WELCOME TO THE NEXT LEVEL.™

CAESARS PALACE™



Caesars Palace has a password feature so you can save all your cash...and hopefully become a high roller.


Your friendly blackjack dealer is more than happy to challenge you to a few hands of twenty-one.


Stroll the aisles of the casino floor to find the gaming machine or table of your choice. Video poker at $500 a hand may be a little too rich for first-time players.


Always assume the dealer's down card (also called a hole card) is a ten or a face card. If your card total is 17 or more, stand. If it is less than what you think the dealer has, take a hit. Good luck.



Press the Start Button to see how much cash you have. You start each new gambling session with $5,000 in chips.


Don't push your luck. Let the dealer take all the risk whenever you can. Let him go bust!

OVERVIEW

Pull that monster wad of cash outta your pocket and plunk it down on the green felt. Feel lucky? Want to push your bet? Gonna let the whole thing ride? Virgin Interactive Entertainment is bringing you to one of the most famous casinos in the world. It's *Caesars Palace*, on the strip in Las Vegas (or do you say Lost Wages?). This hot Game Gear title brings you all the famous casino's fun and action—blackjack, slot machines, video poker, craps, roulette, off-track wagering and more—in a form that you can take with you...and that won't cost you the mortgage to your house!

Virgin Interactive Entertainment worked closely with the gaming experts at Caesars Palace to bring you the feel and correct odds of each form of casino gaming. As a result, every game you play is about as accurate as can be. You get the gaming experience without having to travel hundreds of miles or without having to stand in line for the buffet food (which is actually pretty good!).

The object of *Caesars Palace* is to become a high roller. The way to do this is to wager successfully, building your initial bankroll of $5,000 into hundreds of thousands of dollars—maybe even millions. You start the game at a handy ATM machine. You can open a new account or, if you have saved your password and name, work with the wad of cash you have been turning into a fortune.

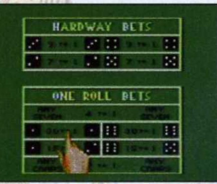
Hitting the High Roller mark puts you in a whole new category of casino gaming. The closed access areas of the casino become open to you. Guards treat you nicer. And the amount of cash you can drop on a wager is staggering. If you like to gamble, this is a way to learn the ins and outs of various wagering games without taking a financial beating.

MA-13





Each roll of the craps dice lets you know what needs to be done or what action has taken place. This makes the game much easier to understand.



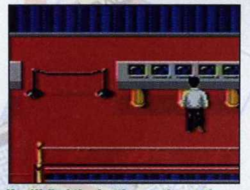
Hard Way and One Roll bets have the highest payoffs, but carry the greatest risk. Why do you think they call it gambling?



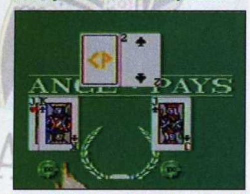
Roulette offers a number of gambling options. Pick a number, a color, a series of numbers or make a variety of bets.



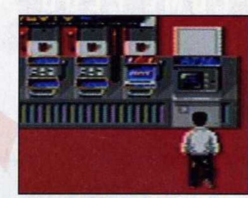
Keno is simple and fun. Pick a card value, mark a set of up to 11 numbers and go. Get all of your numbers and you could strike it rich. Or not.



You'll find the betting parlor at the back of the first floor. Maybe you'll make your fortune on the ponies.



Though it's never a good idea to split a winning hand, we've done it here to show you that Caesars Palace Game Gear offers all the wagering options of the casino. This time, we got lucky.



Running low on funds? There are plenty of ATMs around the casino. Kids, tell your parents not to do this when they run low!



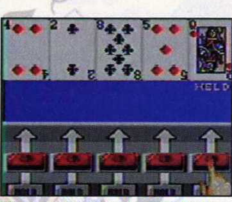
There are many different slot machines around the casino. To maximize your betting, play the maximum number of coins allowed in each machine, whether you are playing $5 or $500 slots. This is the line you like to see!



A "Champ" in the reels will advance you one round. Reach higher rounds and you'll earn more money for each winning combination.



Roped-off areas are for big-bucks gamblers. Make enough moola and this guard will gladly let you in.



When you have a potentially losing hand like this, hold the Queen and draw, hoping for a match. Of course, three of a kind wouldn't hurt either.



A pair of jacks or better will at least return your money.



Two pair will pay you two-to-one. A five-coin bet will get you ten.

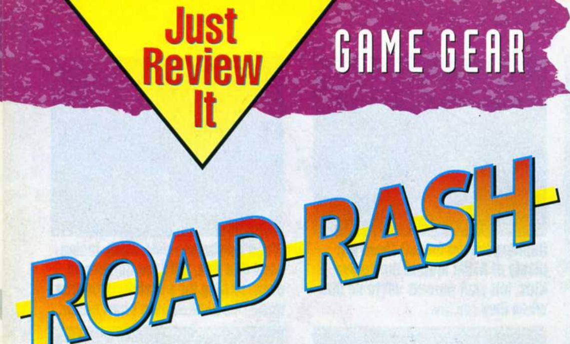


Why hold the ace instead of a pair of fives? You have a better chance of getting an ace...and your money back...than you do of drawing another five.

HOT HINTS

- ✓ Never draw to an inside straight.
- ✓ The more you bet the more you stand to win...and lose.
- ✓ Blackjack has the best all-around odds.
- ✓ You have as much chance of winning the big keno jackpot as you do of winning a lottery.
- ✓ The game is designed on standard Las Vegas gambling odds.
- ✓ Stay away from large bets ($500 and up) until you have established a large bankroll. You'll get more out of your gaming sessions.





OVERVIEW

Some people get bored, they go play little single-color handhelds. Or knit. That's 'cause they don't have *Road Rash* for Game Gear from U.S. Gold. This action-packed one- or two-player Gear-to-Gear title puts you behind the handlebars of some of the fastest bikes ever invented for a series of all-out, no-holds-barred races across the most twisty road courses ever. Many players might be familiar with the title from playing the Genesis version. *Road Rash* Game Gear is a worthy portable, complete with screaming cycles, ground-hugging turns, high-speed straightaways, traffic cops with attitudes and competition who thinks nothing of belting you with a chain as you try to pass them.

Cops and Rashers

You play as a Rasher. And it ain't got nothing to do with your skin. You are one of a very wild breed of biker, racing street courses for money and not minding a little hand-to-hand combat on the course. Your fellow Rashers think nothing of belting you at speeds of over 100 miles per hour. Clubbing and kicking are OK, too. But the cops don't think your violent road races are very amusing. They'll do their best to keep you at the legal limit...or fine you severely.

Road Rash calls for speed and some slick racing. If you spend all your time bashing away at your opponents, you'll finish in the low-money category and won't ever have enough cash to get into a better bike. Plus, you'll be in a better position to be collared by the boys in blue. To win at *Road Rash*, you must place fourth or better at each track five times. A password allows you to save your standing.





Natasha is one of the friendly Rashers. Her advice at the start of some courses is valuable. She will help you as long as you don't try to bash her.



Go head-to-head with a car and you'll experience flight. You'll also lose energy and precious time.




Running into a curve marker is definitely a bummer. Go off the road in the Palm Desert and you'll find that the sand is very slippery.

Hot Bikes

These babies are built for speed and handling. At speeds of up to 200 miles per hour, wipe out and you're road kill. They don't come cheap...but they will give you the edge to finish first. Feel the need for speed?

The Banzai has good handling and high-end speed, but little midrange power.



Look to the Kamikaze 750 for solid midrange power. Steering is not as tight as the Banzai.

The Shuriken 1000 is fast as lightning, but heavy and slower in the turns.

Fast in the turns, the Ferruci 850's only problem is reliability.



The Panda 750 has solid power and almost magic handling. But what a price!



Awesome speed, power and handling are the hallmarks of the Diablo 1000. Are you racer enough for this powerhouse?



You begin the race with the Shuriken 400. A little slow, but the handling is excellent. Be sure to maintain speed in the turns.



The Courses

Northern California bikers will recognize these famous stretches of highway. There aren't many places in the world better for slamming open the throttle of a ginza rocket.





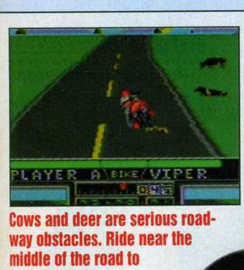












Cows and deer are serious roadway obstacles. Ride near the middle of the road to give yourself the opportunity to dodge left or right.

ROAD RASH

GREAT, I THOUGHT I LEFT YOU BEHIND WITH THE OTHER LOW LIFE.

BIFF

Biff is your basic rich-boy loser. He usually takes a crack at you when you go by. He is always worth a swat or a kick.





Ow! Busted! Your first ticket ain't much. But the fines get steeper. Best not to get caught at all.



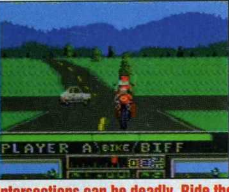
Sledge doesn't have much useful to say. He won't bother you unless you try to bash him. Then, he lives "way out there."



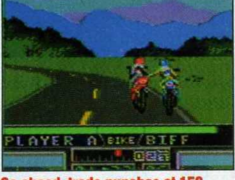
Wipeouts cost you time as you run back to remount your bike.

HOT HINTS

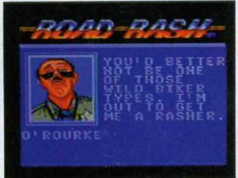
- ✓ Finish first to win more moola. You have a better chance by just passing your enemies than by taking the time to do them all in.
- ✓ The bigger the bike, the faster you go. The faster you go, the less time you have to avoid obstacles.
- ✓ A well-delivered kick is better than a punch.
- ✓ Become a real repeat offender and you'll wind up in jail.
- ✓ A fast cycle will take you from 0 to 60 in four seconds. A tree will take you from 200 to 0 in no seconds.
- ✓ Don't engage in raceway combat if your damage meter is low. Concentrate on speed and winning.



Intersections can be deadly. Ride the middle of the road so you have time to move.



Go ahead, trade punches at 150 miles per hour. Button 2 will do it.



O'Rourke has no concept of fun and will try to bust you out of a good time. Ride fast or kick him out of the way.



It is financially worthwhile to finish first, with more than double the earnings of third place.



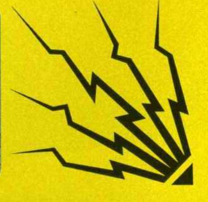
DOUBLE SWITCH™— *You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.*





JOE MONTANA NFL FOOTBALL™— *It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.*























PRIZE FIGHTER™— *This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back-looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.*





GROUND ZERO, TEXAS™ *Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.*

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™

WELCOMETOTHENEXTLEVEL™

An Interview With Friz Freleng



Friz Freleng, creator of Porky Pig, Bugs Bunny, Sylvester and Tweety, and Pink Panther, was making animated shorts before most of our grandparents were alive. During Mr. Freleng's long career, he worked with Walt Disney, Tex Avery, Chuck Jones, and the other animation pioneers, creating hundreds of hours of fun for millions of filmgoers. We recently visited Mr. Freleng in his home in Los Angeles, and asked him some questions about the early days of cartoons.

How did you originally become involved in animation? How and when did you get started?

I started when I got out of high school, around 1926. I was looking for a job, and I saw an ad in the newspaper for an office boy who could draw — I knew that meant a cheap artist. I gathered some of my sketches to go apply for the job, but when I got there I lost my confidence and I turned around and went home. When I got home my mother asked me if I got the job and I said, "Somebody else got the job."

Did you ever go back?

I guess it was destiny because I saw the same ad a couple of weeks later. But this time I was brave enough to walk in, and they gave me the job. However, I didn't know what to do once I got it, since I didn't know the first thing about animation!

What was the studio's name?

It was called United Filmads Service, in Kansas City, and it was where Walt Disney worked before he came to California. They used to make animated commercials that were shown in theaters before the main feature.

Is that where you met Walt Disney?

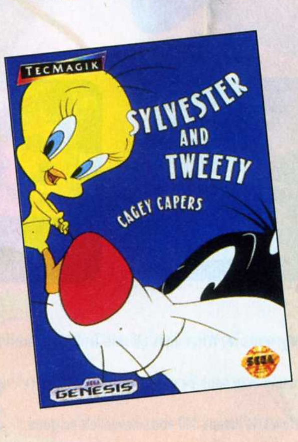
No, he had already left when I started there, and he had taken Ub Iwerks, one of the animation artists, with him. I was supposed to be Ub Iwerks' replacement, even though I didn't know much about animation. I met Walt's replacement, a fellow by the name of Hugh Harmon. He showed me a few things, but it wasn't long before he left to join Walt in California. After he left, I was doing all the commercials on my own. But happily for me, my boss didn't know any more about animation than I did, and thought what I did was great, although it was very rough.

When did you meet Walt Disney?

Walt started writing to me in Kansas City, and asked me to come out to California. I told him I wasn't that well-versed in animation, and he said, "Oh, come out, we'll teach you." He finally convinced me and I came to California in 1927. Hugh Harmon and his brother and Rudy Ising were already here.

What was your first cartoon?

We made the first Looney Tune called "Singing in the Bathtub" and it was a hit for Warner. We did "Singing in the Bathtub" with a character called Bosco. We never knew what he was, whether he was a person or a monkey or an animal — he was just a design. We did a series of those for Warner.



ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.

THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY. BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN — IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED THE WHOLE THING. THE RESULT IS A GAME WHERE EVERY DECISION YOU MAKE CHANGES THE ACTION EVERY TIME YOU PLAY. GROUND ZERO, TEXAS IS SO REALISTIC THAT IT WILL PROBABLY REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE. THAT'S UP TO YOU, PARTNER.

AVAILABLE FOR SEGA CD.

COMMENCE 5 LEVELS OF EXTRATERRESTRIAL-BASHING. IT'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE WHEN YOU START.



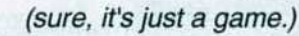
VIEW ACTION THROUGH BATTLECAMS ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.





This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System.





(sure, it's just a game.)

CLUES LEAD YOU TO THE INVADER'S ARSENAL. CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!

AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.





Did you write the stories?

There wasn't really a story, usually just a conflict between two characters. So all you had to do was think of a situation for them that would cause a conflict. That was easy for characters like Yosemite Sam, who conflicted with just about everybody.

How about some of the other characters?

I did the first Porky Pig in 1934 or '35. The scene was a schoolroom where the kids were reciting and I had a girl cat, a boy dog, and I made a pig — Porky. I made him stutter when he was reciting Paul Revere and he got all stumbled up. Porky remained as the main character for about four years, until Daffy Duck came on. Then about 1945, Bugs Bunny came on and he became the main character. I also did Tweety and Sylvester during that same period.

Did those characters come from your mind? Did a group of you sit around brainstorming?

You think of a character, you draw it, and pretty soon you have a story for the gag man to work with. But then you have to wait for the public to accept it. If the theaters kept ordering them, you knew the character was popular. If they requested more Bugs Bunny, that was your cue to do more with that character.

How did Bugs Bunny come about?

Bugs actually started off as a duck, like Daffy Duck. Then one of the fellows had the idea of putting a rabbit suit on him. When we got hold of him we started making him more cunning, braver and cuter. He ended up becoming the most popular character of all.

Who got involved in the refining of Bugs Bunny?

It was the effort of all the people who were there, but the original director was Tex Avery. We continued refining Bugs after Tex left, and we gave him more subtleties and more human qualities.

Do you have any favorite Bugs Bunny cartoons?

My two favorites are "Showbiz Bugs" and "Rhapsody Rabbit." Some of them I'd like to go in and make some changes to, but we never had the chance to do that. After you put it down on film, that was it.

What gave you the idea for Sylvester and Tweety?

Sylvester and Tweety were created separately. One of the early stories involved a lovebird who wanted to end it all because his wife had left him. So this lovebird runs after Sylvester and says eat me, and Sylvester says you must be poison, no bird would ask me to eat him. So the whole story went on with this lovebird trying to destroy himself by getting eaten by a cat. But when the lovebird finds that his wife has forgiven him, he tries to avoid the cat. That was the first Sylvester.

Tweety Pie had been created first, but he wasn't very popular on his own. When I put the two together they became popular. There's very little dialogue in the whole thing, it's all pantomime. But Sylvester's self-destruction is where all the comedy comes from. Tweety doesn't do a thing really.

There's one story where Tweety drinks the Dr. Jekyll and Mr. Hyde potion, and Tweety transforms into a monster and starts chasing Sylvester. That same concept is used in one of the levels in the Sylvester and Tweety video game.

I remember that one. Tweety thought it was soda pop, but it was the potion. One minute Tweety is little and Sylvester is chasing him, but then Tweety turns the corner and becomes this monster, and then he starts chasing Sylvester...a double chase kind of thing. It's really the characters that make it any kind of story. All you have to do is create a situation for them and the characters fall into place.

How did the Pink Panther come about?

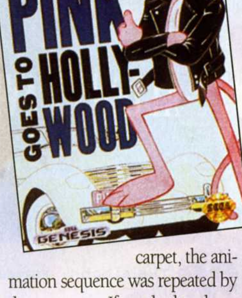
Blake Edwards had just finished shooting Peter Sellers in a picture called *The Pink Panther*. So he called me up and said he needed titles for *The Pink Panther* movie, and he'd like animated titles. All I had to work with was a list of the people who had worked on the movie. Well, it got raves later on, and *Time* magazine said the titles were better than the picture. That got us started with a whole series of Pink Panther shorts.

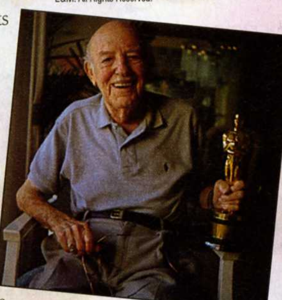
You received an Academy Award for one of them, didn't you?

Yes. It was called *Think Pink*, and it involved the panther and a little guy painting. It was a big hit. Naturally, we made more shorts after that.

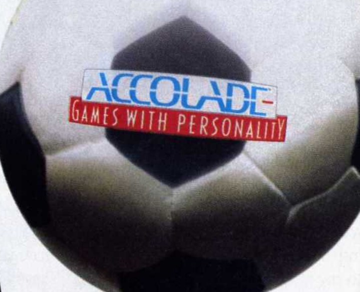
What kind of technological changes have you witnessed in the field of animation?

The biggest change has been the use of computers. You can do a lot of things with a computer that you couldn't do before. For example, in *Aladdin* where they rode on the carpet, the animation sequence was repeated by the computer. If you had to do that by hand, you'd have never got it done. They can also color the characters with a computer. It's been quite a change that way. But these are just tools, the real thing has to come from one man, from his brain. The computers cannot make it more entertaining.





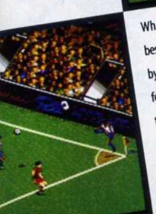




Then
It Hit
Me."



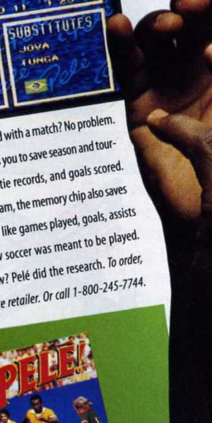




What makes *Pelé! Soccer* for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert. Pelé. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is. *Team Logic*, which makes players move *toward* passes. Plus, extra-large images that are actually rotoscoped from video of international players. Fix player attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss-tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pelé did the research. *To order, head to your favorite retailer. Or call 1-800-245-7744.*











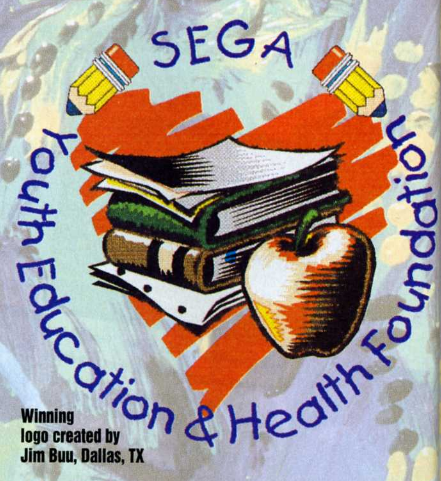
Sega Youth

The response to the Sega Youth Foundation Logo Contest was unbelievable. We received so many entries that we almost had to call in the National Guard just to help us sort the mail. And when we had opened all the envelopes, we were blown away by the quality of the artwork, as you can see from the winning entries on these two pages. In addition, the explanations that accompanied the logos were absolutely heartfelt. Some of them made us cry, some made us laugh and a few bizarre inspirations had us completely confused. In any case, the majority of the entries confirmed what we already know — we have some TALENTED readers.

Although the Editors and Art Directors have chosen the winning entry, it's up to the Sega Youth Foundation to decide if they will use it as their official logo. The judges based their decisions on the following criteria:

1) Idea/concept
2) Inspiration/written explanation
3) Appropriateness as a logo (some people sent us posters!)
4) Quality of the rendering

Without further ado, we are proud to announce: The Sega Youth Foundation Logo Contest is officially over, the judges have voted, the results are in and.......we have a winner! Congratulations to Jim Buu of Dallas, Texas. For his artistic and philanthropic efforts, Jim will receive a shining new Sega Household System — a Sega Genesis, Game Gear, Sega CD and software.



Winning logo created by Jim Buu, Dallas, TX

Honorable Mentions

Each receives a Sega Visionaries T-shirt.



Chris Bishop — Syracuse, NY



Toben Clemons — Fort Washington, MD



Rob Frank — Eureka, MO

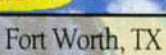


Lance Gunberg — New Bedford, MA



Mike Blomquist — Overland Park, KS





Paul Davis — Fort Worth, TX





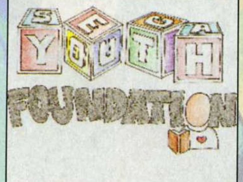
Frank Gonzales, Jr. — San Diego, CA



Mark Hartman — Omaha, NE



River Brandon — Center Harbor, NH



John Rene Deborja — Vallejo, CA



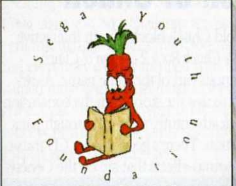


Kevin M. Grasty — Takoma Park, MD

SEGA
YOUTH FOUNDATION

Jeff Hill — Lehi, UT

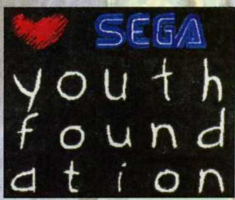
Foundation



Michael Howington, Palo Cedro, CA

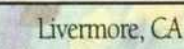


John Kessler, Downers Grove, IL



Greg Leding, Springdale, AR




Zak Pavitt, Livermore, CA



Dean Jones, Linville, NC



Thomas Konkol, Racine, WI




Jeff Mahar, St. Louis, MO


Jason Seely, McKinney, TX



Scott Kelly, Houston, TX





Christopher Laudise, Clyde, NY



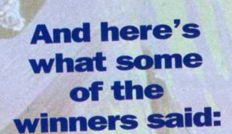
Navarro Parker, Wichita, KS



Patrick Sheppard, Atlanta, GA



James Walls, Pittsburgh, PA



And here's what some of the winners said:

"Children are our rainbows. It is up to us to see that they grow up healthy and well-educated. We owe children the health and education that they deserve. Each day a child goes neglected, beaten, and malnourished; and each day a rainbow disappears. Children grow up learning more about hurt and suffering and not enough about love and forgiveness. Children's health and educational needs are important because they are our leaders; they are the ones we learn from the most."

Dean Jones, Linville, NC

"Our children must be of sound mind and body, love themselves and others, if our society is to create the next generation of leaders. Kids must be energetic, enthusiastic and have a thirst for knowledge. This logo captures the spirit of healthy, active, and energetic children celebrating life and embracing technology. These qualities are important because they, along with hope, optimism, and faith, must flourish to live fully and richly on a daily basis; they will allow for significant contributions to our society."

Kevin Grasty, Takoma Park, MD

"Self-esteem. Nothing is so important as teaching that every child is unique and special in their own regard.

"As with any charity or supporting foundation, the underlying motives are from the heart."

Mark Hartman, Omaha, NE

Fast Takes

The number of titles that can play on Sega machines continues to grow at an amazing rate, so we had to come up with a way of telling you about all the games out there without making the magazine too big to fit in your mailbox. So, we came up with Fast Takes, a section where you can read about a lot of games, without having to read a lot of words.

Games in this section are rated in each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge and Overall Fun. These scores are based on the intensive testing and evaluation carried out by our reviewers and game counselors. Last issue, we started reporting scores with the help of our friend Sonic — the more little Sonics next to a category, the higher the scores. Scores were interpreted as follows:

Excellent	(5)
Very Good	(4)
Good	(3)
Fair	(2)
Poor	(1)

Starting this issue, we thought it would be fun to let you, our readers, interpret the Sonic scores in your own individual fashion. We'll print the best ones in this section, and reward the successful entrants with T-shirts. See the Sega Visionaries section on page 120 for more details. Meanwhile, here are some samples to get you started:

Like buttah	(5)
Strawberry yogurt	(4)
Margarine	(3)
Large-curd cottage cheese	(2)
Month-old lard	(1)

The SST Concorde	(5)
First class on a 747	(4)
Business class on a 737	(3)
Coach on anything	(2)
Smoking section in Coach	(1)

Beluga caviar	(5)
Paté with truffles	(4)
Quiche Lorraine	(3)
Chicken wings	(2)
Pig snouts and cow lips	(1)

Sega CD

Bram Stoker's Dracula

Bram Stoker's Dracula from Sony Imagesoft for the Sega CD is graphically spectacular. This long-awaited one-player title gives you plenty of great cut scenes from the movie of the same name and, in the later stages of the game, some of the best background rotation to land on the Sega CD. The music makes great use of the compact disc medium. If you like linear punch-and-kick action, you'll love this game because that's largely what the game gives you. Walk to the right, punch, jump and kick.



Use kicks for low-flying birds.



Jump the green acid and punch the skeletons.

HOT HINTS

- ✔ **Generally, if you have to jump, use a punch. Otherwise, use a kick.**
- ✔ **Kick timing is key against most enemies.**
- ✔ **One hit finishes the ghosts.**

Publisher: Sony Imagesoft
Rating: MA-13
No. Players: 1

Graphics	(5)
Sound & Music	(3)
Play Controls	(1)
Depth & Challenge	(3)
Overall Fun	(2)

Sega CD

Chuck Rock II Son of Chuck

A chip off the old Chuck block, Virgin Interactive Entertainment's *Chuck Rock 2 — Son of Chuck* reprises the Genesis cart of the same name. A cartoon front-end recaps the story from the conclusion of the last *Chuck* adventure, right up through papa Chuck's abduction. There's good quality CD music with the same sound-effects that are on the Genesis. For those who bought the cart version there's no reason to purchase the same game on disc. Those who haven't seen it will enjoy a fine little platform game with a fair amount of hidden items and a lot of personality.



Ride on your various friends' backs to get farther.



Stand on the bird's foot for safety.

HOT HINTS

- ✔ **The game starts with a single continue. Learn to beat the bonus rounds to get more.**
- ✔ **Keep the little tyke's club swinging.**
- ✔ **If Chuck Jr. gets killed, wait for a safe moment to restore him.**

Publisher: Virgin
Rating: GA
No. Players: 1

Graphics	(3)
Sound & Music	(3)
Play Controls	(3)
Depth & Challenge	(3)
Overall Fun	(3)

Sega CD

Revenge of the Ninja

Another action-reaction title from Renovation is spinning it's way to your Sega CD. *Revenge of the Ninja* takes you on a challenge across 18 stages of peril through graveyards, dark forests, raging rivers, and eventually a castle fortified with hundreds of trained ninja warriors. Similar to their best-selling game *Road Avenger*, *Revenge of the Ninja* takes the concept further by randomly selecting the stages for a wider variety of gameplay.



In the Robot Stage go: D, L, L, A, L, U, R, R, U, R, R, U, L, L, U.



Medusa will attack with her snakes if you don't move: A, U, U, A, A.

HOT HINTS

- ✔ **Watch for the flashing yellow light to guide you in the direction of your next move.**
- ✔ **The stages are randomly selected each time you play.**
- ✔ **Go for a higher score by completing a stage without losing a life.**

Publisher: Renovation
Rating: MA-13
No. Players: 1

Category	Rating (icons)
Graphics	3
Sound & Music	3
Play Controls	3
Depth & Challenge	2
Overall Fun	3

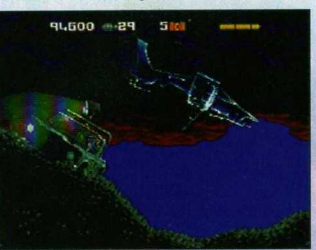
Sega CD

Terminator

Blazing weapons and frantic action highlight *Terminator* from Virgin Interactive Entertainment. You play as Kyle Reese, sent back into the past to protect his future leader from an early termination. Blast through 10 furious levels and see if you can terminate the Terminator before he terminates humanity. This solid one-player title has much that you want in a CD — an amazing Q-Sound ™ soundtrack, digitized footage from the actual movie, and roto-scoped animations for character movements.



Climb down the fence to get these items.



Stay behind the jeep until you get a good shot at the helicopter. Otherwise, the war is as good as over.

HOT HINTS

- ✔ **Better find all the 1-Ups you can...you're gonna need 'em.**
- ✔ **Don't be afraid to use plenty of ammo—your guns have unlimited cartridges in them.**
- ✔ **Search for hidden ways to collect energy and 1-Ups. If you see them, they can be gotten.**

Publisher: Virgin
Rating: MA-13
No. Players: 1

Category	Rating (icons)
Graphics	5
Sound & Music	5
Play Controls	5
Depth & Challenge	3
Overall Fun	5

Genesis

Blades of Vengeance

Get out a whetstone and sharpen your steel — *Blades of Vengeance* from Electronic Arts for the Genesis brings solitary or two-player simultaineous swordplay to the hack and slashers fan. Guide your choice from a group of three characters through eight levels of fantasy adventure and danger. You can play as a Barbarian, a Huntress or a Magician and leap into the fray. Kill the monsters who block your path, search for magical items and save the Kingdom. Any questions?



Carefully time your jumps over dangerous obstacles.



Find secret rooms by searching the walls.

HOT HINTS

- ✔ **Search for hidden areas on the other side of walls that seem solid.**
- ✔ **You can pause one player in the two-player game and take no hits with the paused player.**
- ✔ **When armored, each player has a special attack that can be charged by pressing and holding the D-button Up.**

Publisher: Virgin
Rating: MA-13
No. Players: 1 or 2

Category	Rating (icons)
Graphics	4
Sound & Music	3
Play Controls	4
Depth & Challenge	4
Overall Fun	3

Chester Cheetah... Wild, Wild Quest

He's at it again — searchin' for Hip City, USA. *Chester Cheetah...Wild, Wild Quest* from Kaneko is an action/adventure title that takes you all the way from Un-Clearwater, Florida, up to Numb, Alaska, as you try to retrieve a map stolen by Mean Eugene. Adding insult to injury, Mean Eugene rips your map to shreds and scatters it all over the United States. With challenging bosses, three difficulty levels, and colorful graphics, *Chester Cheetah* is no cheese puff.



In the Euphreaka level, don't let these pesky sea-birds scare you. Use your jump attack to knock 'em out of the sky.



Super Jump to get a continue near the start of Omahog.

HOT HINTS

- ✔ For a super-high jump, hold Down on the D-Button and then press Button A orC.
- ✔ Make sure you keep a bag of cheese puffs on hand to keep Chester alive if he gets hit.
- ✔ Collect 100 paws by the time you clear a city for an extra continue.

Publisher: Kaneko
Rating: GA
No. Players: 1

Graphics	3
Sound & Music	4
Play Controls	2
Depth & Challenge	1
Overall Fun	2

Dragon's Revenge

Dragon's Revenge from Tengen is the sequel to the hit pinball game *Dragon's Fury*. With a huge playing board consisting of dozens of bonuses and special secrets, nine flippers and eight bonus rounds, this one- to four-player game will keep you flipping for hours. There is even a password feature to keep track of your completed bonus rounds.



Go for the skull to provoke the acolytes, then dispose of all of them. Reenter the skull for a bonus round.



Aim for the limbs of this spider-ridden tree in Dragon's first bonus round.

HOT HINTS

- ✔ Exercise patience by cradling the ball with your flippers and directing the ball to its exact destination.
- ✔ You can release the face in the center by turning her three surrounding jewels to flashing blue. She'll deposit a diamond on one of the levels. Collect it for a free ball.

Publisher: Tengen
Rating: MA-13
No. Players: 1 to 4

Graphics	4
Sound & Music	4
Play Controls	4
Depth & Challenge	3
Overall Fun	4

Prince of Persia

Veteran gamers should not be surprised that *Prince of Persia* has finally found its way to the Genesis. The way has been paved by versions for the Sega CD and Game Gear, and on PCs before that. The game is famous...and Tengen's version is a faithful port of what has made *Prince of Persia* popular. Even the music and funky control patterns are identical.



You'll find a sword all the way to the left in stage one. You need it to beat the guard at the right end of the dungeon.



Use the short, careful step method to walk through beds of spikes.

HOT HINTS

- ✔ Press Button A and the D-Pad to take short, careful steps.
- ✔ Not all potions restore your life meter. Some take a unit away. Others will add to your meter.
- ✔ Replay a level until you get your best time. Write down that password and use it for your continues.

Publisher: Tengen
Rating: MA-13
No. Players: 1

Graphics	3
Sound & Music	3
Play Controls	3
Depth & Challenge	3
Overall Fun	3

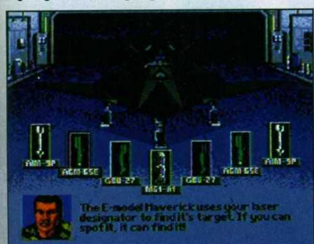
Genesis

F-117 Nightstorm

F-117: Nightstorm from Electronics Arts brings home the excitement of piloting an incredibly sophisticated aircraft. EA successfully creates a playable Genesis environment for simulation fans: fluid movement without sacrificing too much detail, challenging missions requiring planning and strategy, and even an interesting storyline. Your 30 campaign missions range from training runs in Nevada and historical scenarios in the Gulf to possible future scenarios in other theaters of combat.



In the Arcade Mode, you can practice your flying and targeting skills while going for a high score.



This is where you'll arm your aircraft. Choose wisely for your specific mission - this is over $111 million worth of equipment you're flying.

HOT HINTS

- ✓ **Your aircraft automatically switchs to autopilot when you fire a Paveway or a Maverick missile.**
- ✓ **Pay close attention to the color of text for the map on the Pause screen - Green = primary target, Yellow = secondary target, Grey = destroyed target, Red = friendly unit.**

Publisher: Electronic Arts
Rating: GA
No. Players: 1

Category	Rating (icons)
Graphics	3
Sound & Music	3
Play Controls	2
Depth & Challenge	4
Overall Fun	3

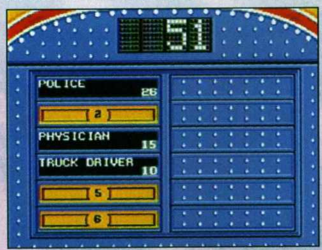
Genesis

Family Feud

If you've ever dreamed of gathering up the family and getting on *Family Feud*, dream no more. Now you can enjoy the same kinds of questions in the comfort of your own home. *Family Feud* from Gametek has more than 4,000 questions based on surveys of 100 people. This game gives you a chance to see if you're really good enough for the real thing. *Family Feud* can be played with anywhere from one to ten players, but be careful. Any more than two people and you're asking for a real family feud.



In the Bull's Eye Round you can build up your family's Fast Money Jackpot by guessing the Number One answers to 5 different questions.



Choose two of your family members to go for the jackpot in the Fast Money Round.

HOT HINTS

- ✓ **Use the Start button to End your answers and save some time on the clock.**
- ✓ **While thinking of an answer, press Button C to review the game board.**
- ✓ **Use the Returning Champion code to keep your family rolling for five consecutive days, that is — if you're good enough.**

Publisher: Gametek
Rating: GA
No. Players: 1 to 10

Category	Rating (icons)
Graphics	3
Sound & Music	3
Play Controls	3
Depth & Challenge	3
Overall Fun	3

Genesis

High Seas Havoc

High Seas Havoc from Data East brings a seafaring journey to the lands of the Genesis. Brutal Bernard has stolen the map that will lead him to the hidden treasure that every pirate is after, but only the most worthy swashbuckler will regain the magical gem contained within. Stormy seas, dastardly pirates, andhidden treasures await you as you guide Havoc through thirteen stages to recover the map and find thehidden treasure.



Reach the top of the masts on the Pirate Ship to find enough gems and bonuses for a few extra men.



The first boss takes six hits.

HOT HINTS

- ✓ **Collect 100 Diamonds for an extra Havoc.**
- ✓ **To defeat the bosses, you must use your Flipper Flip attack by pressing Button A, B or C while in the air.**
- ✓ **Havoc has a Slideaway Roll for evasive maneuvers by pressing Down and Button A, B, or C.**

Publisher: Data East
Rating: GA
No. Players: 1

Category	Rating (icons)
Graphics	4
Sound & Music	3
Play Controls	3
Depth & Challenge	2
Overall Fun	3

The Incredible Crash Dummies

Hit the road with *The Incredible Crash Dummies* from Flying Edge for the Genesis. This one-player festival of missing body-parts features the characters you've seen in those public service announcements. Playing as Slick, the main dummy, you travel through 16 stages of mayhem that have you trying to keep your arms and legs connected to your torso. Whether in Parking Lots, Construction Sites or Artillery Ranges, this dummy is definitely the seat-belt poster boy.



Get through the Parking Lot stages without losing all your appendages.



The Crash Center harbors lightbulb-dropping toy airplanes. Watch out.

HOT HINTS

- ✔ **Each time you pick up an Airbag, it returns. Search low and get another Airbag, then search high.**
- ✔ **Get a Screwdriver, and you can reattach the last limb lost.**
- ✔ **Use your Wrenches sparingly.**

Publisher: Flying Edge
Rating: GA
No. Players: 1

Graphics	4 icons
Sound & Music	3 icons
Play Controls	3 icons
Depth & Challenge	3 icons
Overall Fun	3 icons

Genesis

Joe and Mac

Neanderthal types have abducted the village cavegirls — help Takara's *Joe and Mac* rescue them. Fight your way over land and water, climb hills and trees, collect power-ups from Eggs you've cracked open and beat the bosses to save the cavewomen. This one- or two-player simultaneous title has already appeared on a number of platforms. This version is a much closer match to the arcade hit from a few years ago. With bright colors and bouncy sounds, this repeat performance looks pretty good...but with a less than stellar control interface the play can get a little rough. If you liked it in the arcade, *Joe and Mac* is worth a look.



Time your jumps to tag the dino boss and land on the rolling Neanderthals.



Avoid or kill the hatchlings and take out mama bird.

HOT HINTS

- ✔ **Check the contents of power-up Eggs before collecting them.**
- ✔ **Try both Course A and Course B.**
- ✔ **Less experienced gamers may want to take this one on Easy.**

Publisher: Takara
Rating: GA
No. Players: 1 or 2

Graphics	3 icons
Sound & Music	3 icons
Play Controls	3 icons
Depth & Challenge	2 icons
Overall Fun	2 icons

Genesis

Race Drivin'

Based on the arcade hit, *Race Drivin'* from Tengen is stunt driving on the Genesis. All of the original tracks are here, plus a new Super Stunt Track and even a new custom track design module. *Race Drivin'* gives you precise controls of three different cars (your choice of manual or automatic), digitized sound effects (including those of roadside farm animals), and smooth animation using advanced polygon algorithms.



Choose between three different tracks or create your own with the custom track builder.



Better be cruisin' at least 90 when you hit one of these loops.

HOT HINTS

- ✔ **Obey the speed limit signs on sharp turns, or you're sure to wipe out.**
- ✔ **If you end up Off Road, press Start then the A button to return to the road.**
- ✔ **When you see an upcoming sharp banked curve, cut through the grass to minimize your risk of hurling over the top.**

Publisher: Tengen
Rating: GA
No. Players: 1

Graphics	3 icons
Sound & Music	3 icons
Play Controls	3 icons
Depth & Challenge	3 icons
Overall Fun	3 icons

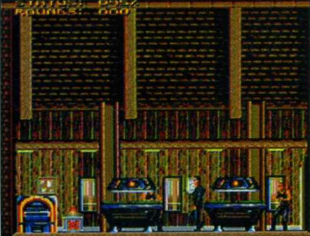


ReadySoft Incorporated
30 Wertheim Court,Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-8867

Genesis

T2: Judgment Day

T2: Judgment Day for the Genesis is a simple run-and-gun fest, with lots of muscle and lots of artillery, but very little of anything new to pull it off. The Terminator's movements are unimaginative — just a lot of point and shoot, or kneel, point and shoot. There is some strategy: In each level, you must accomplish mission objectives. These can take a little figuring out, but shouldn't drain the T-800's resources (locating John Connor is as simple as looking him up in the phone book).



Wander about the café until you reach the billiards room. The dude behind the second pool table is packing a gun you can use. Get it from him.



After you get a weapon, head outside to the parking lot to locate the second future objective. Blast it, then press the D-Button Down to pick it up.

HOT HINTS

- ✔ At the start of each mission, you receive your objectives. Press the Start Button for additional objectives.
- ✔ Pick up the second shotgun for additional firepower. Trade between the handgun and the shotgun.
- ✔ You'll need more bullets to stay in the game. Hmmm...policemen usually carry lots of ammo.

Publisher: Acclaim
Rating: GA
No. Players: 1

Graphics	2
Sound & Music	3
Play Controls	2
Depth & Challenge	3
Overall Fun	3

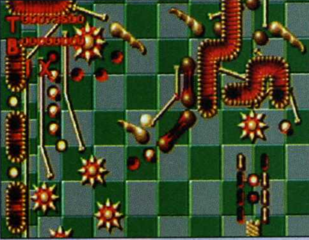
Genesis

Virtual Pinball

Ever get the urge to build your own pinball table? You can with *Virtual Pinball* from Electronic Arts for the Genesis. This one- to four-player game comes with a number of predesigned tables and a usable software system that will let you design and save a few of your own. Once you've completed your table, you incorporate predesigned backgrounds, sound effects and music. Overall the existing tables don't have the excitement of those in E.A.'s Crue-ball, but with the ability to build your own, this game does quite well.



Cash Money is a good table to start out on.



Bloodbath has solid play and fun sound effects like shrieks and groans. Nest your ball in a flipper to acquire targets.

HOT HINTS

- ✔ Try your designs on others to test for trouble spots.
- ✔ Play your table at different speeds to find optimum play.
- ✔ After you've completed a table, test various backgrounds and sounds.

Publisher: Electronic Arts
Rating: GA
No. Players: 1 to 4

Graphics	2
Sound & Music	2
Play Controls	3
Depth & Challenge	1
Overall Fun	1

Genesis

Wiz 'n Liz

Wiz 'n Liz by Psygnosis has some of the fastest, smoothest scrolling graphics ever seen on a home system. *Wiz 'n Liz* are two careless wizards experimenting with potent spells mixed with magic fruit. You must help them recover the wabbits their spells transport and destroy the magic guardians before it's too late. In one-player mode, Wiz or Liz sets out to conquer 112 levels, conjure up to 105 spells, and battle 12 gigantic bosses. In the two-player game, players race against each other.



In the one-player game, after you finish your magic word, collectenough fruit to fill the magic bar so you can take it back to your cauldron.



When in the two-player game, you can swipe the other player's letters so they can't complete their spell.

HOT HINTS

- ✔ Don't let your fruit spoil. It lasts for only three rounds.
- ✔ Collect the BONUS letters to enter a bonus stage where you gain lots of extra stars and big points.
- ✔ To beat the game, concentrate on saving all of the wabbits and forget about the spells.

Publisher: Psygnosis
Rating: GA
No. Players: 1 or 2

Graphics	5
Sound & Music	4
Play Controls	4
Depth & Challenge	4
Overall Fun	4

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Genesis

Zool — Ninja of the "Nth" Dimension

Splat! *Zool — Ninja of the "Nth" Dimension* by Gametek, has just crash-landed on the Genesis. As Zool, you must rid seven worlds of the evil influence of Krool and return home. One feature that sets this one-player action-adventure title apart is the requirement to collect a percentage of bonuses based on your difficulty level. With all the secret passages and bonus rooms, this makes exploration a key.



Find this secret room on Stage 1-2 and double your firing power by collecting the 'TwoZool'



Collect the gold medallion to exit each level.

HOT HINTS

- ✔ You're not just collecting bonuses for points in Zool, you must collect a certain amount to finish the stage.
- ✔ Keep tapping the fire button, there are tons of bad guys hopping around every corner.
- ✔ The arrow beside your remaining time points to the medallion at the end of the stage.

Publisher: Gametek
Rating: GA
No. Players: 1

Graphics	3
Sound & Music	3
Play Controls	3
Depth & Challenge	3
Overall Fun	3

Game Gear

The Addams Family

Creepy, Kooky, Ooky, Spooky! The *Addams Family* are snapping their way onto the Game Gear. Flying Edge has created an exciting title utilizing the popular family - an adventure/action/puzzle style game. Collect items scattered throughout the mansion to solve puzzles and bop all the pests while attempting to save your family.



What's Pugsley doing hanging out the window? Maybe he needs some help. Now what's the recipe for that shrinking potion?



Get the bone and the key to the house in this secret dungeon under the tombstone.

HOT HINTS

- ✔ Try jumping and climbing all over furniture and scenery to reach greater heights.
- ✔ You'll need one million dollars before you can rescue Morticia. Make sure you don't miss any money or objects.
- ✔ Rescue Thing first so you'll have a shield for later on.

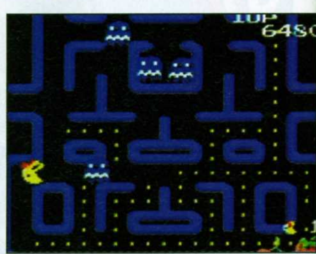
Publisher: Acclaim
Rating: GA
No. Players: 1

Graphics	4
Sound & Music	3
Play Controls	3
Depth & Challenge	3
Overall Fun	3

Game Gear

Ms. Pac Man

The Pac family has arrived on the Game Gear with *Ms. Pac Man* from Namco. This cart duplicates the original arcade blockbuster, but also offers a harder mode with faster ghosts and a Gear-to-Gear version where player two controls Mr. Pac Man. Another new feature is the ability to choose between the standard full-size maze or a zoomed-in version for more detail.



The mazes are exactly like the original, but now the screen can scroll. Remember your patterns?



Use the compressed mazes to keep track the ghosts.

HOT HINTS

- ✔ Gobble as many ghosts as you can when you eat a power pellet, you'll get an extra Ms Pac Man at 10,000 points.
- ✔ The fruit can be very valuable in later stages: Cherry=100, Strawberry=200, Orange=500, Pretzel=700, Apple=1000, Pear=2000, and Banana=5000.

Publisher: Namco
Rating: GA
No. Players: 1 or 2

Graphics	3
Sound & Music	3
Play Controls	2
Depth & Challenge	3
Overall Fun	4


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Pinball Dreams

Pinball Dreams from Gametek brings true-to-life pinball action to your Game Gear. With three unique and challenging boards, *Pinball Dreams* offers hours of enjoyment. Fuel your spaceship and travel to a new planet for higher bonuses in the Ignition level. Go for higher ticket values while riding on the Steel Wheel. And while you're in the Graveyard, see if you can score the ultimate bonus of 20 million points.



To go for an extra ball on the Ignition level, hit the three bumpers on the right and then guide the ball up the chute on the left.



To collect the Graveyard letters, hit the R.I.P. bumpers on the right or the three bumpers above the bat.

HOT HINTS

- ✔ Use Button 1 for a heavy tilt, but don't use it more than five times in a row.
- ✔ Clear all the alleys on the top of the boards for special multiplier bonuses or extra balls.
- ✔ Spell Graveyard or Ignition for a special bonus.

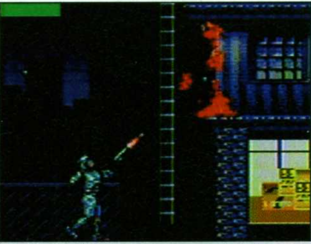
Publisher: Gametek
Rating: GA
No. Players: 1

Graphics
Sound & Music
Play Controls
Depth & Challenge
Overall Fun

Game Gear

Robocop vs Terminator

Taking its cue from the Dark Horse Comics of the same name, *Robocop vs. Terminator* from Virgin Interactive Entertainment for the Game Gear is slightly more than a typical walk and shoot. Each round of this one-player game has you searching for weapons power-ups, energy and extra lives. You spend a fair amount of time searching for the proper route through each level. Often the mazelike levels take you up and down ladders and hand over hand via cables, ropes and pipes before you find the exit.



Shoot diagonally to take out your enemies before you get to them.



If your way is blocked you will often find a way over the top.

HOT HINTS

- ✔ Search for weapons upgrades by shooting at everything in sight.
- ✔ Shoot in every direction while moving and you often take out bad guys just off screen.
- ✔ Collect as many extra lives as you can. You'll need 'em.

Publisher: Virgin
Rating: MA-13
No. Players: 1

Graphics
Sound & Music
Play Controls
Depth & Challenge
Overall Fun

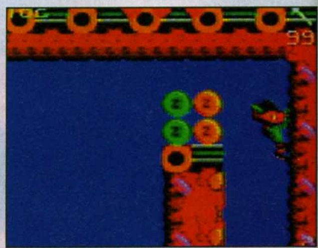
Game Gear

Zool — Ninja of the "Nth" Dimension

Take it portable with *Zool — Ninja of the "Nth" Dimension* from Gametek, an action-adventure cart that has you playing as an Intersteller Cosmos Dweller named (yup, you quessed it) Zool. You're trapped in an unknown world that has been overtaken by Krool and his forces. To escape, you must rid each world of Krool's legionaries, collect lots of bonus items, and defeat the end-of-world bosses.



Exit once you've gotten 99 percent in a stage.



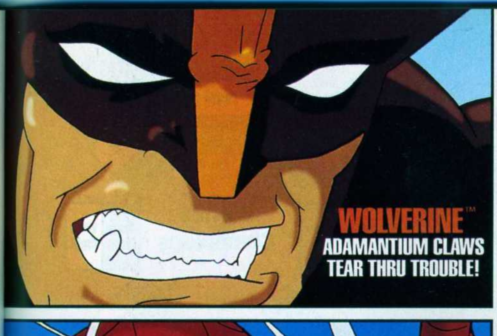
Collect the little Zs.

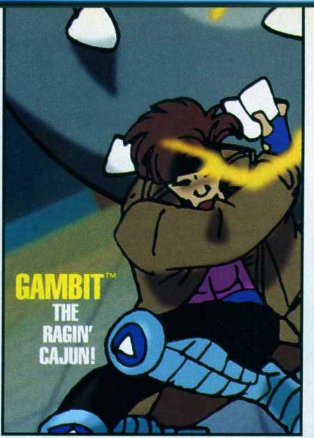
HOT HINTS

- ✔ Try to shoot as many enemies as possible, sometimes they release hearts that will replenish your health.
- ✔ After you collect enough bonus items, the arrow points you in the correct direction of the medallion.
- ✔ To use your spinning attack, hold Button 2 after you jump.

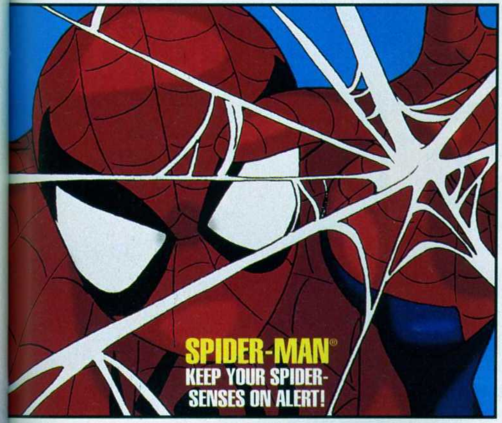
Publisher: Gametek
Rating: GA
No. Players: 1

Graphics
Sound & Music
Play Controls
Depth & Challenge
Overall Fun











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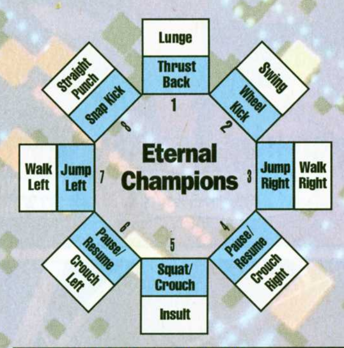
Heavy EQUIPMENT



The Next Level for Eternal Champions

Eternal Champions from Sega is the biggest, baddest fighting game to land on the Genesis. What better way to play it than with an Activator? Give your thumbs a rest — get your whole body into the fighting action. Using *Eternal Champions* with an Activator, your legs, arms, hands and feet are your controller. Every punch, kick and move you make instantly transforms into fighting action and movement on screen. *Eternal Champions* is fully Activated. All the characters' Special Moves are done with two move sequences so you can get off each punishing and spectacular attack with flair and ease. Jump into the game and your play experience will never be the same!

You can go Activated against the computer, against a friend with one of those hand-held controllers or even do dueling Activators with two Activators head-to-head. For those of you taking on the computer or a friend (enemy) with a controller, *Eternal Champions* has an intelligent interface that notices your Activator and automatically Activates your game. What does this mean to your game? You get an edge. Each of the Special Moves is done with two moves on the Activator. When Activated, the *Eternal* characters deliver blows that are 50 percent more powerful than those given with a regular controller, and the characters also take 50 percent less damage.



High
Low

Using the Activator
Up
Up
1
B
B
2
Right
Run or Rapid Attack Right
3
A
A
4
Down
Down
5
A
A
6
Left
Run or Rapid Attack Left
7
C
C
8



Jetta and Shadow fight it out in R.A.X.'s level. Jetta executes her punishing Ricochet. The combination is 2H + 8H, then 2L.



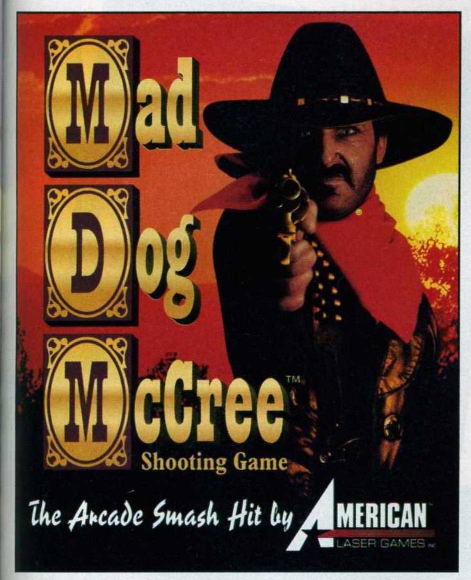
R.A.X. and Blade in the Battle Room. R.A.X. is set to let loose with his powerful Overload. The combination is 2H + 8H, then 3 + 7.



It's Larcen vs. Trident in Shadow's level. The combination for Larcen's crushing Power Sweep is 2H + 8H, then 2L.

Continued on page 92

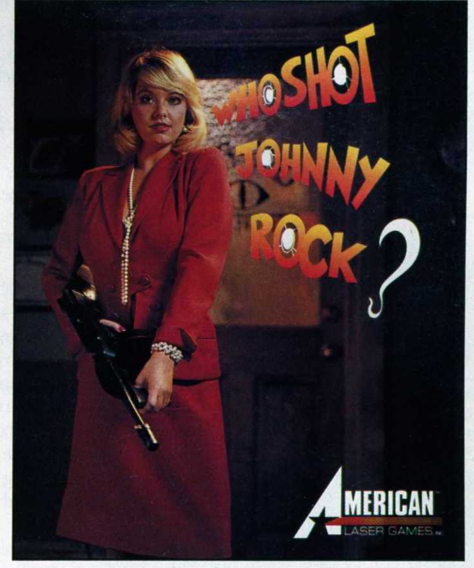
LIVE MOTION PICTURE ACTION



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.





It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.







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LIVE MOTION PICTURE ACTION

Playable with the GAMEGUN™ Coming March 30, 1994 for your Sega CD

Continued from page 90


Xavier pulls off an Attract and Smack against Slash on Jetta's level. The combination is 2H + 8H, then 2L.


With Midknight against Shadow it's always a close fight. Here on Blade's level, Midknight gets the upper hand with his powerful Flying Wall Smash. The combination is 2H + 8H, then 2H.


Jetta's Flying Choke Hold gets the job done against Larcen as they battle in Xavier's level. The combination is 2H + 8H, then 2H.


Trident blasts R.A.X. with his scorching Plasma Bolt on home turf. The combination is 2H + 8H, then 2H.

TeeVGolf

Now you can actually "play" golf in your own home with the latest peripheral — TeeVGolf — from Sports Sciences, Inc. With the TeeVGolf clu/b, your swing determines the on-screen action. Whether you're teeing off or in the bunker, you can swing the club, just like you would on the golf course. Imagine yourself on the green — check your lie, set your stance and take your normal golf swing. With enough practice, you might just be ready to join the PGA Tour.

TeeVGolf has two main components — the club itself and the base unit. The base unit connects (via an 8-foot cable) into the controller port of your Genesis system and is positioned on the floor approximately where your tee would be located. The TeeVGolf club is especially designed and weighted to have the feel of a regulation golf club, even though it's only 26 inches long. The advantage of the size is that you can take a full swing indoors without hitting the ceiling or anything else (which should keep the folks happy). Both "righties" and "lefties" can use the TeeVGolf club, which is powered by two AA batteries.



The club works by projecting a red light from the end of its shaft. As you swing the "clubhead" (light beam) over the base unit, sensors in the base read the light's motion. Each time you swing, the sensors detect and translate your swing to on-screen performance. Your controller (plugged into the short cable) is used as you normally would to run the game, "change clubs," choose menus and select game options. You can also adjust for skill levels of individual players — in case your dad happens to be Arnold Palmer.

The TeeVGolf package includes one adapter module that allows you to play the *PGA Tour® Golf* and *PGA Tour® Golf II* cartridges by Electronic Arts. For other golf games you'll need to have both the adapter and the matching game cartridge.

PUT THIS GUY

YOU control the most devasting creatures in history! Backed by a high-power arsenal of weapons provided by the U.S. government, you and four Dinos with bad attitudes accept the ultimate assignment: **SAVE THE WORLD**

UNDER YOUR

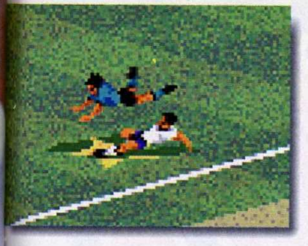
from a menacing mob of bio-genetic freaks. **HOW?** By blasting hordes of ninjas and prehistoric beasts into extinction–even if it means

DESTROYING EVERYTHING IN SIGHT!

THUMB!




HANDS DO



You get all the moves of the international greats. Like a sliding tackle so real, it'll knock you off your feet.

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Team Formation
3-5-2
4-4-2
Sweeper
4-2-4
4-3-3
Up/Down-Select

Choose from all the classic formations. Stack your 5-3-2 line-up with a frontline of Brazilian speedsters. Then blow by the other team.

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It's the most animation yet in a sports game. So every corner kick, every sliding tackle, every move is picture-perfect. Plus you get the strategy, the plays, the screaming, chanting fans right out of the stadium. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And get the world's best soccer game, hands down.

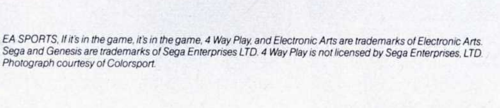
With over 2000 frames of animation, you can pull off a picture-perfect bicycle kick right in front of the mouth of the goal.

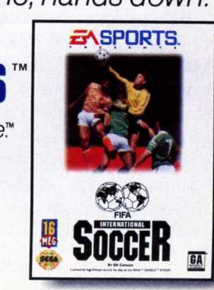


If your keeper can swallow up every attack on goal, you might just taste victory in the international tournament.



If it's in the game, it's in the game.™





Sports Playbook

THE INSIDE TRACK ON SPORTS GAMES

Prize Fighter Scores Hit on Sega CD



Sega Sports has broken new ground with the first boxing CD title, **Prize Fighter**. *Sega Visions* had a first look at this game, and we gotta tell you, it's awesome. The gritty **Raging Bull**-style boxing moves and movie-like action in this game have to be seen to be believed. Face-to-face and toe-to-toe with four real fighters, you'll feel every punch connect, hear the taunts of the crowd and get so close to the real thing that you'll want to wear a mouthguard. With Sega's new TruVideo™ technology, **Prize Fighter** places you in the scene like never before. Weighing in at two discs (that's a gigabyte of data) **Prize Fighter** is definitely the biggest (and certainly the baddest) boxing game to blast your hardware. Take a look at the review, and we think you'll agree that **Prize Fighter**'s a major hit.

Also breaking into the CD field are two other new titles. **NFL's Greatest – S.F. 49ers vs. Dallas Cowboys** from Sega Sports brings armchair quarterbacks two teams who combine for seven Super Bowl wins in a 15-year period. You get tons of full-screen NFL Films footage in digitized form so you can see your favorite players actually complete the plays you choose!

For the person who wants mat-pounding, body-slamming, throw 'em out of the square ring action — Arena's **World Wrestling Federation Rage In the Cage** delivers. This game features all the great wrestling names from Randy Savage to Tatanka, with graphics and sound that truly kick on the Sega CD.

The team at E.A. Sports is bringing us **NHL '94 CD** — so close to true hockey that it even



has an organist, **Bill Walsh Football CD** — a great college football title featuring digitized Bill, and your first peek at **NBA Showdown '94** — with an all-new engine for the '94 season. Look for full coverage in upcoming issues of *Sega Visions*.



Hot off The Wire...

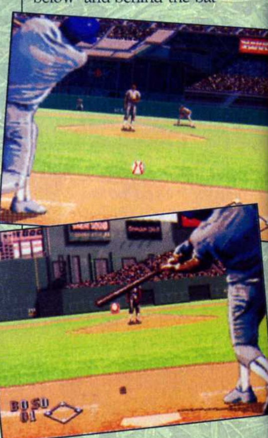
Sega Sports is bringing the NBA into your hands with **NBA Action '94** for the Genesis (and in a coming issue for the Game Gear). All the teams and all the players are at your control in this great-looking title.

Virgin Interactive Entertainment is delivering **Jammit** for the Genesis — realistic one-on-one streetball with amazing jams.

As we all sit down to follow the Winter Olympics in Lillehammer, Norway, U.S. Gold gives us **Winter Olympics** in both Genesis and Game Gear versions. There's even a moguling competition for the speed- and danger-loving gamer.

And for the ultimate in portable racing, Domark has brought the Genesis hit **Formula 1** to the Game Gear. You contend with the top names and tracks in the Formula field.

For those of you without patience...Rangers fans know what we mean...we've got advance screens of Sega Sports **World Series Baseball** for the Genesis. This cart is in a league all its own. Check the batter's perspective. The below- and behind-the-bat



perspective gives a much more realistic view of incoming pitches. This cart will blow your doors off!

Jammit

WARM-UP

Think you've got what it takes to win at half-court street ball? *Jammit* from Virgin Interactive Entertainment brings fast-paced one-on-one b-ball to your Genesis. This terrific one- or two-player game gives you eight variations on the street-ball theme — in an elbows flying, trash talking, ball stealing jam-fest. With lots of digitized speech and jamming tunes, *Jammit* is a sound and slam frenzy. In the one-player version you advance through eight rounds to take on The Judge. If you win, you'll become the one-on-one champ of the 'hood. In the two-player, you hit the courts with a friend in one of seven game types to determine just who rules the blacktop.

Jammit offers you three choices of slammin', jammin' player (each with differing talents). Chill is physically strong, a great slammer and best at slapping 'em away from the net. Roxy is the fastest, best from outside the key and the highest jumper. Slade has the best stamina, is a good all-around shooter and dunker.

Each time the player with the ball jumps close to the basket, the point of view changes to a tight close-up from the Slam Cam. This is the first Genesis game that lets you intercept the shooter and block shots while in Slam Cam mode.

GA


Use Button A to jump and block shots from outside the key and Button B to push your opponent.


To defend while in Slam Cam mode, press the D-Button to intercept the shooter, Button A to jump on the first press, then Button A again to block.


Get the timing down on your second tap of Button A if you want to Jammit on the slams.


The game In 2 It lets you score from the X's only. Winner's outs and fouls are enforced.


In 2 Hot, your shots count double from the moving X.


Have the ball and bored with the music? Go to the boom box and the tune changes.



Frenzy puts two balls on the court, lets you score from the X's only and has no fouls. The first to 10 wins.



Game Types

One-on-One — the first to 21 wins; loser's outs and fouls are enforced.

Sweat — the first to 21 wins; winner's outs and no fouls.

2 Hot — the first to 21 wins; shots count double from moving X; loser's outs and fouls are enforced.

Poison — basically One-on-One, but hit 20 points and your score goes back to 10.

Slams Only — first to 10 wins; only slam-dunks count; winner's outs and no fouls.

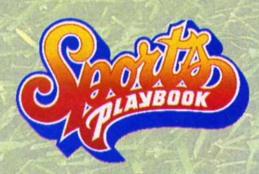
In 2 It — first to 21 wins; only shots from the two moving X's count; shoot from doubled X and shot counts double; winner's outs and fouls are enforced.

Frenzy — first to 10 points wins; a two-ball free-for-all; shots from moving X's count; double X counts double and no fouls.

Cutthroat — as part of the one-player tourney only, you shoot against two opponents; 20 or 13 points are poison (lose 10 points); winner's outs and no fouls.


If you think you were fouled (in a game with fouls), hit the Start Button. If you were actually fouled then there will be an option to Call Foul. You get one free throw if you were in the one-point section and two if you were in the two-point section of the court. You can call a max of five fouls in any one game.


Slams Only is just as it sounds. Only slams count.



He Throws Deep!

You set the plays, select the quarterback and make the calls. Choose from blazing full-screen football action, window-size with the field visible or a random combination of both. Either way, you end up with spectacular live footage from NFL Films™. Make the coaching decisions about running, passing and defensive plays against the computer or a human opponent. If things aren't going well for the 49ers, pull Steve Young and put Joe Montana on the field. Set up a Hail Mary and watch Montana throw deep. The outcome depends on the defender's play call!

For those with a taste for challenge, there are the Scenarios. These predesigned game situations put you in true-to-life coaching dilemmas. Scenario number one, for instance, puts the 'Niners down by three points in the fourth quarter with three minutes remaining. The 49ers have the ball on their 1-yard line. What plays would you call?

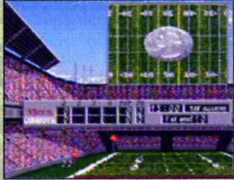
HOT HINTS

- ✔ Change up your play calling to keep the computer on its toes. If you run a lot, the CPU defends against running plays. Mix it up.
- ✔ When you are on offense around the 30-yard line, running plays work best.
- ✔ When you've got the ball around midfield, a short passing game is better.
- ✔ On defense, the 4-3, Man Weak or Man Strong are effective against both running and passing.
- ✔ The Quick Outs passing plays have a higher percentage of completion.



WARM-UP

Mix great video game with tons of real NFL film footage. Add two teams that together won seven Super Bowls in a 15-year period. Stir in the familiar sounds of the football stadium and music. Bring it up to spin, and you get *NFL's Greatest: S.F. 49ers vs. Dallas Cowboys* on Sega CD from Sega Sports. For one or two players, this football fantasy features 28 greats from 15 years of 'Niners and Cowboys teams. Choose Roger Staubach, Troy Aikman, Emmitt Smith, Tony Dorsett, "Too Tall" Jones, Joe Montana, Dwight Clark, Ronnie Lott and many more. Make your subs, call your plays and watch the game come to life with real NFL footage all from the comfort of your armchair.



At the coin toss, decide whether to receive or defend.



In addition to watching the action, you get prompts about the last play's outcome.



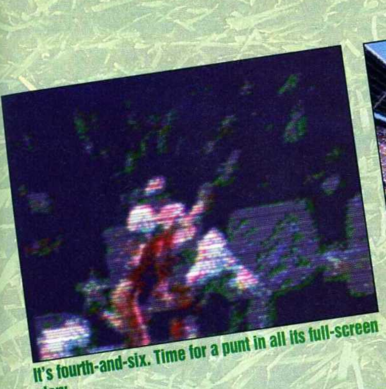
Touchdown!



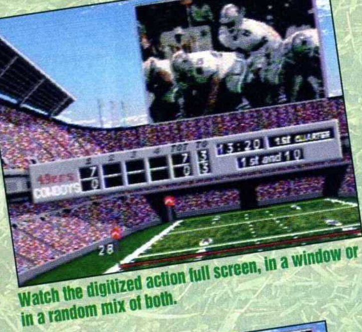
The introductory sequences have spectacular color footage of the Cowboys and 49ers doing what they do best.

The Game Options screen lets you watch terrific digitized football action while making your choices.

Make your play choices here.



It's fourth-and-six. Time for a punt in all its full-screen glory.



Watch the digitized action full screen, in a window or in a random mix of both.

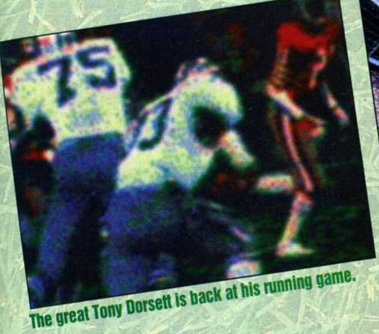
Follow the scoreboard-style animations for interceptions, fumbles and two-minute warnings.



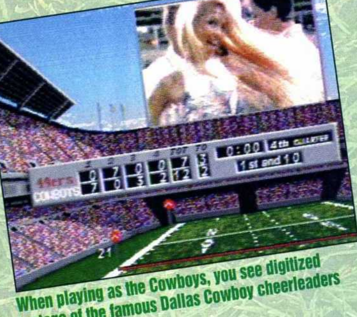
The extra-point attempt is good!



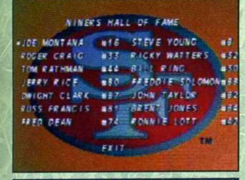
Keep track of your stats with the Stats Screen.

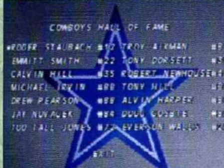


The great Tony Dorsett is back at his running game.



When playing as the Cowboys, you see digitized footage of the famous Dallas Cowboy cheerleaders when you score.

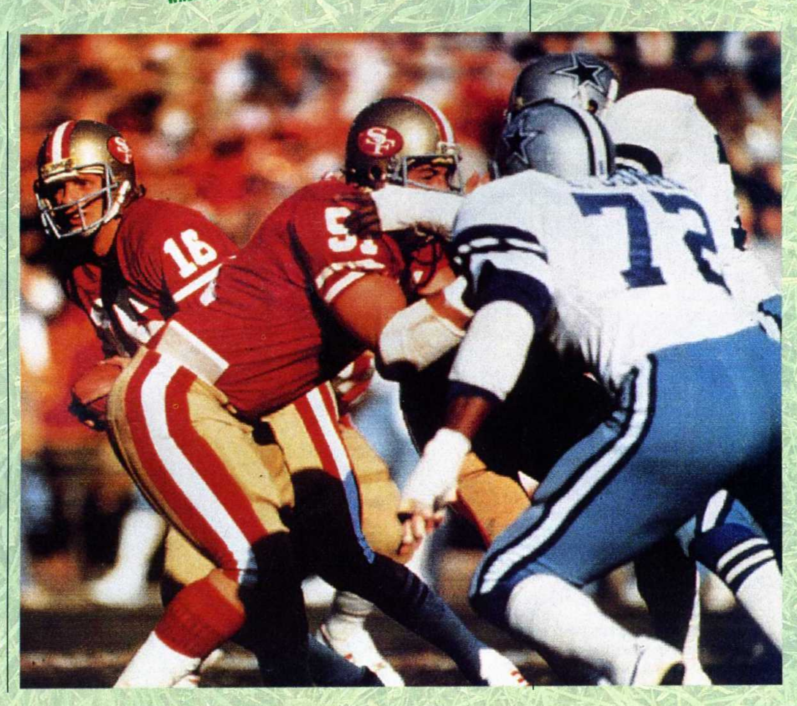




Substitute quarterbacks from the 'Niners and Cowboys Hall of Fame.

SCENARIO 7
49ERS DOWN BIG AT HALFTIME
DALLAS HAS TAKEN ADVANTAGE OF 3 49ERS TURNOVERS TO TAKE A 20 TO 0 LEAD INTO THE LOCKER ROOM. YOUNG AND CRAIG HAVE BOTH FUMBLED THE BALL AWAY TO DALLAS. CAN YOU TURN THINGS AROUND IN THE SECOND HALF?

Add real zest and an added challenge to your coaching experience with the Scenario option.





WARM-UP

Get close. Closer than you've ever been. So close that you see the spit fly when you land an uppercut on your opponent's beefy chin. *Prize Fighter* from Sega Sports for the Sega CD is a one-player title, with save feature, that puts you right in the center of the ring — in an all live-action, intensely real, movie-style main event. You control the action in this first-person point of view, ground-breaking boxing title. The bouts in this Digital Pictures production were staged by Ron Stein, the same choreographer who directed the fight scenes in the classic boxing movie *Raging Bull* and the *Rocky* films. Compatible with both three- and six-button controllers, this massive two-disc game will floor you. Literally.

Mama Said Knock You Out

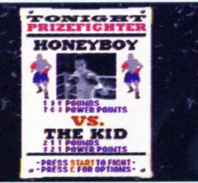
Playing in first-person perspective, you absorb the sights and sounds of the crowded, noisy, smoke-filled arena. Your gloves are in front of you...and so is your first opponent. Throw a jab. See it connect...in close-up...as your opponent's head snaps back. Hear him growl as he comes back for more. He gives you a right hook. You may just take it and find yourself down on the mat — looking up at the ref as he gives you the count. Your trainer, cornerman and bucketboy offer you advice and a little water, swab the blood off your face and send you back out there. As The Kid, you are up against four of the meanest skull crackers to ever trod the canvas. Earn your way up the ranks. Gain enough Power Points to survive, then start your quest for the World Championship Belt.

In addition to the four fighters, your crew and the round-card girls, *Prize Fighter* stars two of the boxing world's greats. The announcer is the forever-dapper Michael "Let's get ready to rumble!" Buffer and the ref is the legendary Judo Gene LeBell. *Prize Fighter's* interaction and realism extends beyond the fight action to the audience and fans — the boy on crutches, the mafioso, the various hecklers and even the woman who wants you to call her...if you win. Hear the crowd, watch the story unfold, go for the belt. *Prize Fighter* puts you close. So close that you are part of the game. MA-13

HOT HINTS

- Use the Training Mode to learn your openings with each fighter.
- Put lots of your Power Points in your left hand.
- Don't swing when your opponent dances. You'll wear yourself out early.
- Weave and bob left and right against lunges. Block against flurries of jabs.
- Beat each boxer at least two or three times before attempting to move up in the ranks.

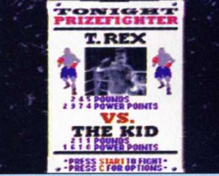
The Fighters



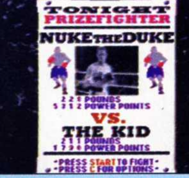
At 190 pounds and 703 Power Points, Honeyboy Hernandez is the weakest fighter. He drops his fists and leads with his chin and mouth. He may be inexperienced, but he's gonna school you with his blows and attitude plenty before you learn to beat him.



Weighing in at 209 pounds and 1,43 Power Points, Mega Joe Falco is known as the Sultan of Smash. He's a southpaw (lefty) and may take some different strategy to beat. Get some points from Honeyboy before even trying Mega Joe.



At 245 pounds and 2,974 Power Points, T. Rex Hawkins is known as the Jurassic Predator. He's not fast, but he makes up for it with smashing blows. He backs up straight, offers you a chance for a good right and spins one hand before nailing you with the other.



Nuke "The Duke" Johnson is the champ and weighs in at 228 pounds and 5,312 Power Points. You must defeat T. Rex before you can even see him. His flurries are seriously punishing. His speed is astounding. Be ready with plenty of Power Points or you'll have no chance. Once you get in a left, repeat it often and quickly.



The Moves



To jab left hit Button A; to jab right tap Button C.



Deliver an uppercut by holding the D-Button Down and hitting Button A for left or button C for right.



For hooks to the head, press the D-Button Up and hit Button A for a right and Button C for a left.



Bob your way past lunges by tapping the D-Button Left or Right.



To hook to the body, press the D-Button Left or Right and hit Button A for left and Button B for right.



To Block with both hands hold Button B. To Block with an individual hand, press the D-Button Left or Right while holding Button B.

Power Points



Distribute your Power Points at this screen. Keep enough stamina to take some hits and put the majority of your power in your left.



You receive two Power Points for every punch you land in the bouts you win. As you become more powerful, pad your stamina and lower your punch power to go the whole three rounds and get in the most hits possible.

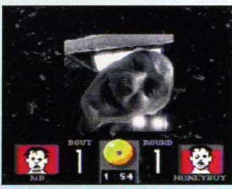


You get 25 Power Points for every knockdown (including KO) in a winning fight. Try to place enough power in your hands to bring down your opponent a couple of times each round without scoring a KO until the end of the third.



There's a 100-Power Point bonus for beating each opponent for the first time. Get it.

The Players



This is your trainer looking down at you on the canvas. He's just decided that you'll live. Try not to see him from this angle too often.



These girls let the audience know the round number and get excited when you win.



Michael Buffer announces your win. That's your purpose — either get in more hits than the other guy or hit him 'til he falls down.



A couple of the folks you meet during your career placing a wager that you'll lose. Guess what? The odds are 10-to-1 against you. Mess up their day by winning.





WARM-UP

Deliver an Atomic Drop to your eyes and ears with *World Wrestling Federation Rage in the Cage* for the Sega CD from Arena. This one- or two-player bodyslam-fest pits 20 superstars from the World Wrestling Federation against each other in One Fall, Brawl, Tournament and Steel Cage matches so you can determine once and for all who is the ultimate matman. Between the state-of-the-art digital video and the great CD audio, the outstanding wrestling action shines brighter than ever. For use with three- or six-button controllers, *World Wrestling Federation Rage in the Cage* sends you on your search for the *World Wrestling Federation* Championship Belt — wrestling's most coveted award.

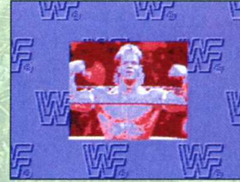
World Wrestling Federation Rage in the Cage has four types of matches. The One Fall is a straight one-on-one for two wrestlers that lasts until the first pin. Brawl is a no-holds-barred, referee-less blast that allows everything from chokes to eye gouges. Tournament lets you choose a wrestler and take him up against 19 other brawlers to win the Belt. Steel Cage Match locks you and another wrestler inside a steel cage — the winner is the first out in an anything goes match.

Each of the 20 wrestlers has his own special move. Irwin R. Schyster (IRS) has his Write-Off, Macho Man Randy Savage does his Flying Elbow Smash, The Undertaker takes out opponents with his Tombstone Piledriver and Tatanka shakes things up with his Reverse Fallaway Slam. As you grind your way through the Grapples, go for a Bodyslam or a Headbutt. After you slam your opponent onto the mat, blitz him with an Elbowdrop or a Big Splash. From the turnbuckle go aerial with a Clothesline or a Dropkick.

GA

HOT HINTS

- ✓ Leaving the ring during a match is illegal. Do it anyway and then use illegal moves to keep your opponent outside past the 10-count.
- ✓ Control your opponent in a Grapple by hitting any Button as fast as possible. If your opponent appears to dominate, press Button A repeatedly.
- ✓ If your opponent gets too far away during a Cage Match, try for an exit. You may have time and get the win.
- ✓ You can get off a bunch of Stomps while your opponent is on the mat.
- ✓ When a wrestler runs at you, throw him with a Hip-Toss by hitting Button B just before impact.



The intro offers spectacular live-action digital footage of wrestling's greats.



The Player Cards show each wrestler's stats and personal info. Hit Button A to see a live-action, digitized version of that fighter doing his Special Move.



You can wear out your opponent faster by mixing in simple moves like this Punch. Punch anytime by pressing Button B while both fighters are standing.



To deliver a Big Splash or an Elbowdrop, hit Button B while standing over a prone (flat on the mat) opponent.



Go for the pin while your opponent is down by hitting Buttons A and B. Press any Button to hold the pin for the three-count.



As you gain control in a Grapple, hit Buttons B and C (Y on a six-button) to deliver a Suplex.



Another effective move from the Grapple is the Headbutt. Try it by pressing Button C.



You can really wear down your opponent with these vicious Stomps.



Sports Playbook

NBA ACTION™

NBA *Action '94* weighs in at a massive 16 megs with battery back-up to save your full season of stats and standings through the NBA finals. All 27 real teams, NBA players, logos and stats are here for authentic pro basketball action. A fantastic basketball Hall of Fame team option puts you in control of 30 all-time greats from over the years — hall-of-famers like Jerry West, John Havlicek, Dr. J. and Pistol Pete Maravich. Hear Marv Albert's trademark "What a move!" and "Count it, and the foul!" Use the Role Play feature to play as your favorite basketball star. The multiplayer options are manifold — one against computer, player against player, two-player co-op, two players vs. one player, three-player co-op, three vs. one, two against two and four- or five-player co-operative. Any way you play it...it's real *NBA Action* and it's hot! GA



The Today's Game screen shows you the team averages so you can determine your strengths and weaknesses.



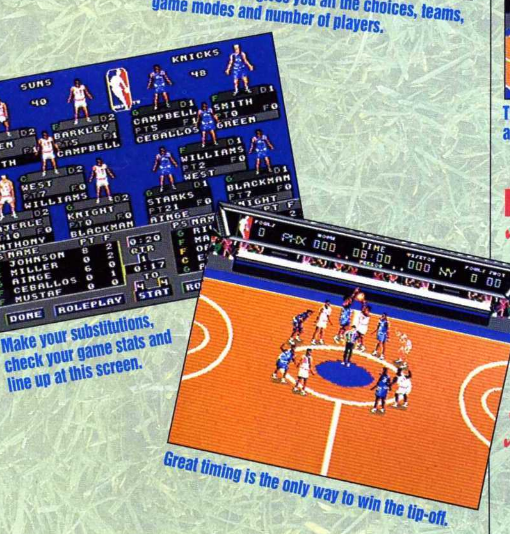
Pass to the open player and take him up the court with a speed burst on a fast break.

WARM-UP

Rip the cords with all the great NBA shooters in *NBA Action '94* for the Genesis from Sega Sports. This riveting one- to five-player (with the Team Player adapter) b-ball cart gives you four fast-breaking game modes—NBA Exhibition, Season, Playoffs and NBA Finals. Listen to the lively color commentary from Marv Albert, the voice of the NBA on NBC. This totally up-to-date game lets you play the real 1993-94 NBA schedule with opening game rosters—Includes rookies like Webber, Mashburn and Bradley. Actual digitized player animations bring you every tomahawk jam, back-door pass and cross-over dribble. With two different player sizes, blocks and speed bursts, your fast break will never be the same again.



The Main menu gives you all the choices, teams, game modes and number of players.



Make your substitutions, check your game stats and line up at this screen.

Great timing is the only way to win the tip-off.



Use the Instant Replay feature to see your spectacular moves again.



Keep track of each player's points and personal fouls on the fly with the listing at the bottom of the screen.

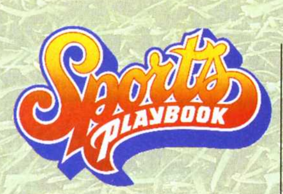

Tap Button C at the top of the shooter's release to swish those free throws.



Take a player who's open to the net and slam!

HOT HINTS

- ✓ There are true player stats, so if a player is particularly good at three-pointers, he'll shoot them well in the game.
- ✓ Use the speed burst on a fast break.
- ✓ The refs will call fouls, so be careful going for steals.
- ✓ Pass to the open man.
- ✓ For enhanced playability, use a six-button controller.



F1

This option-rich game lets you choose to race in Arcade and Grand Prix modes, set your difficulty level from Easy to Hard, and decide the number of laps you wish to race and the circuit you want to take on. Grand Prix mode challenges you to eight races against the world's top F1 drivers to become the FIA Formula One World Champion. In Arcade mode, you can hone your racing strategy in eight qualifying rounds where your goal is to meet (or beat!) a finishing position to continue the competition.

Winning at F1 racing is as much strategy as it is keeping the accelerator to the floor. Fortunately, *Formula 1* Game Gear gives you a solid test of the real thing, with simulations of Grand Prix tracks, pit stops and computer competition that tries to edge you from the inside track. Get a grip on F1 racing as good as it gets on the small screen!



In Arcade mode, you choose from eight tough Grand Prix tracks across the globe.



You must place at least eighth in Arcade mode's first qualifying round to continue the competition. You need to better your finishing position in each successive round.



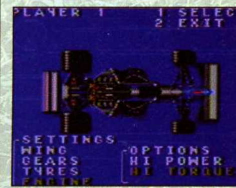
Formula 1 Game Gear simulates each Grand Prix track so you get the feel of the real thing, even when you're heading up an incline.



The qualifying round in Grand Prix mode pits you against the clock...and other racers...to get the pole position in the race to come.



Drafting off the lead car until you can pass is strategically smart...but potentially dangerous. Inch too close and you'll clip him, sustaining damage and losing time.



Customize your car for each circuit to maximize performance.



Pit in when the on-screen indicator flashes.

WARM-UP

Feel the need for speed...to go? Topping out at 200 miles per hour, the high-tech racing machine you command in *Formula 1* Game Gear is enough to give any racing-sim fan his fill. *Formula 1* from Domark lets you experience the thrills of professional F1 racing in one-player mode, or against a friend in a two-player Gear-to-Gear contest. Like the Genesis version, this game offers smooth, responsive control of your race car — so important in racing sims. It also lets you customize your mean machine to maximize performance on eight of the sport's toughest circuits.



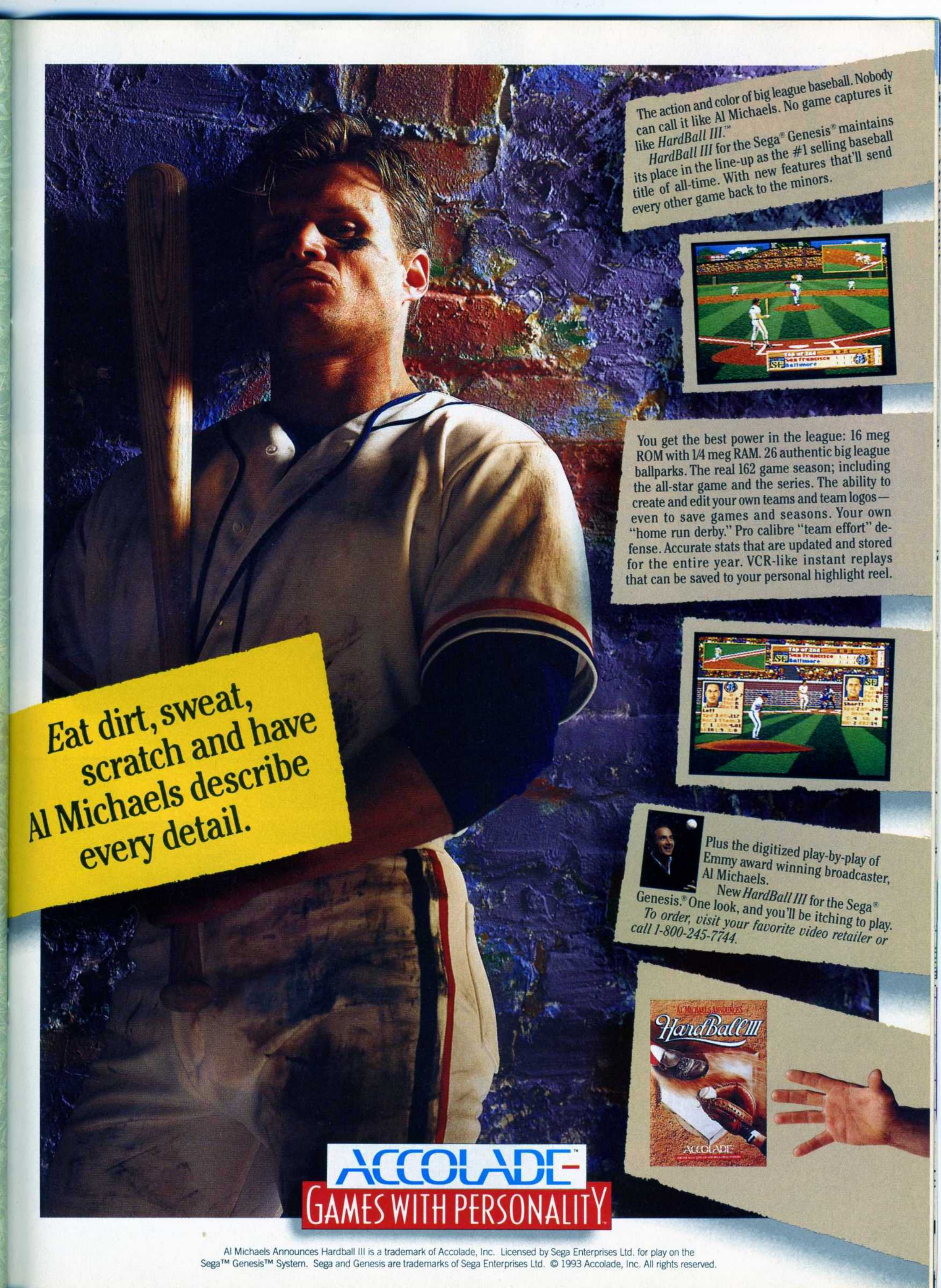
Cut to the inside track to gain an edge. Seconds count in the qualifying rounds!



Be ready for the green light. The map in the lower left tracks your position and keeps you apprised of upcoming hairpins and straightaways.

HOT HINTS

- ✔ Your race car's Wings provide downforce, which helps keep your car on the track. On twisting tracks with lots of hairpins, set your Wings at 60 degrees for max downforce.
- ✔ Set your Gears option to Manual if you really want to test your driving prowess.
- ✔ Soft Tires grip the road better but wear out faster than Hard Tires.
- ✔ Choose the High Power Engine to hit top speed on circuits with straightaways.
- ✔ Hit your top speed in the straightaways, but be alert to hair-raising hairpins just ahead. You get only one chance to win.


The action and color of big league baseball. Nobody can call it like Al Michaels. No game captures it like HardBall III.™
HardBall III for the Sega® Genesis® maintains its place in the line-up as the #1 selling baseball title of all-time. With new features that'll send every other game back to the minors.
You get the best power in the league: 16 meg ROM with 1/4 meg RAM. 26 authentic big league ballparks. The real 162 game season; including the all-star game and the series. The ability to create and edit your own teams and team logos — even to save games and seasons. Your own "home run derby." Pro calibre "team effort" defense. Accurate stats that are updated and stored for the entire year. VCR-like instant replays that can be saved to your personal highlight reel.
Eat dirt, sweat, scratch and have Al Michaels describe every detail.
Plus the digitized play-by-play of Emmy award winning broadcaster, Al Michaels.
New HardBall III for the Sega® Genesis.® One look, and you'll be itching to play.
To order, visit your favorite video retailer or call 1-800-245-7744.
Al Michaels Announces
HardBall III
Accolade
ACCOLADE™
GAMES WITH PERSONALITY

Sports PLAYBOOK

GENESIS

With 16 megs of events like the Giant Slalom, Bob Sleigh and Ski Jumping, you can't go wrong. To make your Olympic experience as authentic as possible, the game was designed using the actual blueprints of each venue in Lillehammer.

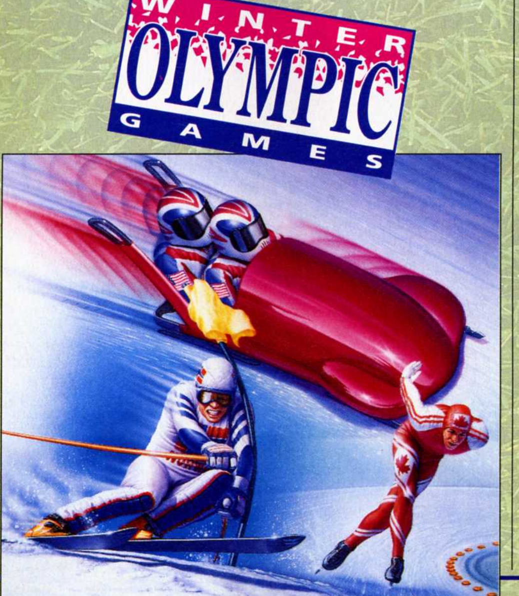


On a tiny toboggan with two steel blades, traveling at breakneck speeds... don't take the turns too high or it'll be all over.

WARM-UP

With all the excitement of the Winter Olympics Games happening in Lillehammer, Norway, this February and the transmission to more than 2 billion viewers via satellite, what better time to play *Winter Olympic Games* on your Genesis from U.S. Gold? For one to four players (with two-player simultaneous available), this game features 10 different exciting Olympic events in eight possible languages and even plays the winning countries' national anthems!

WINTER OLYMPIC GAMES





In Moguls competition, go as fast as possible, straight-line down the mountain and perform aerial tricks.



In the Ski Jumping competition, both distance and style count. Just don't land with your skis crossed!



The endurance of cross-country skiing and precision of marksmanship are required to win the gold in this event.

GAME GEAR

Compete in the full Olympics or select any number of events for a mini-Olympics. Have a go at the extreme speeds of Downhill racing, the combination of Downhill and Giant Slalom — the Super G, the excitement of the Luge and fly through the air with Ski Jumping. Any way you play it, the Winter Olympic Games may be the most watched sporting event in the world this year, but when it's over, you'll still have it to go on your Game Gear.

WARM-UP

Take your enjoyment of the best competition in the world portable with Winter Olympic Games for the Game Gear from U.S. Gold. This one- to four-player game lets you take on 10 of the hottest snow-melting events from the Winter Olympics. With eight different languages, including Spanish and French, this game offers itself nicely to the growing multilingual market.


Go for speed and the best time in Downhill Racing.


The faster your start at the top of the hill, in the Bob Sleigh (that's bobsled to you) event, the better your time.


Time your take-off for the best distance in the Ski Jump.


Stay tight on the inside of the short track in Speed Skating.

JAM JAM JAM

NBA JAM™



OFFICIAL LICENSED NBA PRODUCT®

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Game Gear™ Systems.

JAM IT HOME MARCH 4TH!

GENESIS™ GAME GEAR™





VizKidz!

Hey, VizKidz! This issue is jam-packed with the latest, greatest games — just for kids. Genesis gamers should check out **Goofy's Hysterical History Tour; Belle's Quest** and **Roar of the Beast,** the two-game set based on **Beauty and the Beast; Tom and Jerry in Frantic Antics; Bubble and Super Model**. And don't miss our Sneak Peek at **Sylvester and Tweety in Cagey Capers**, a fast-paced action/adventure Genesis game that will make you feel like you're watching the cartoon! For the Game Gear, we've got hint-packed reviews of **Deep Duck Trouble starring Donald Duck** and **Jungle Book**. (Look for **Jungle Book** this summer.)

Check It Out!

Bubsy's Back with Double Trouble!

Q: What's three times bigger, three times bolder and has three times more bounce per ounce than Bubsy Bobcat?

A: Three Bubsys! Actually, it's Bubsy Bobcat and two little Bubsy sidekicks, the Bubsy Twins — Terry and Terry — who join their uncle Bubsy in his second video-game adventure for the Genesis.

Looks like **Bubsy II** will have five worlds to romp in and a bunch of mini-games to play. Our hero Bubsy will also have more challenges than a poor bobcat should have to face – like swimming (when was the last time you gave your cat a bath?).



Bubs Rogers

Way Cool!

What's the way-coolest haircut? The raddest way to dress? Which band is bad to the bone? Tell us who you think is tops in sports, TV, movies...or make up your own list!

Send your list of Way Cool! winners and a photo of your class to VizKidz! Be sure to include your grade, your teacher's name and your school's name, city and state.

Battle of the Classes – Part I

Who said all kids think alike? Two classes at Neil Armstrong Elementary School in San Ramon, California, sent us their Way Cool! lists to prove that kids of different ages may hang out on the same playground, but what they're talking about is worlds apart!

Check out what the kids in Mr. Goldberg's combined class of third- and fourth-graders thought was way cool. Next issue, we'll show you how Mrs. Monteith's class of fourth-graders voted. Same school, same playground...way different answers!



Sonic Spinball is at the head of their class, say the third- and fourth-graders in Mr. Goldberg's class at Neil Armstrong Elementary School, San Ramon, California.

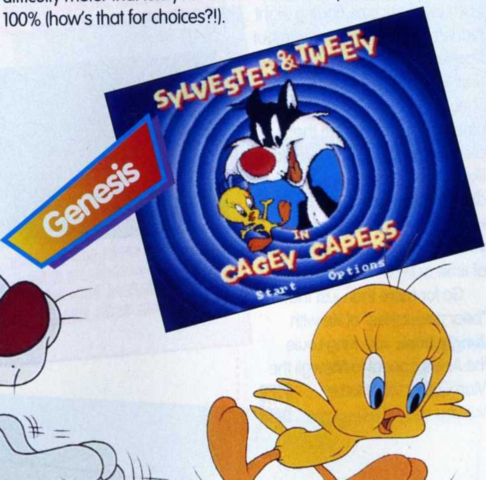
Best TV Show	The Simpsons
Best Cartoon	Ren and Stimpy
Best Genesis Game	Sonic Spinball
Best Athlete	Barry Bonds
Favorite Male Personality	Tom Cruise
Favorite Female Personality	Whitney Houston
Best Lunch	Pizza
Way Cool Saying	"Not!"

After all these years, that poor puddy cat, Sylvester, is still after sweet little Tweety Bird! TecMagik brings your favorite Looney Tunes cartoon to life in **Sylvester and Tweety in Cagey Capers** on the Genesis. All your favorite characters from the Sylvester and Tweety Bird cartoons are here in eight big, levels of fun. **Sylvester and Tweety in Cagey Capers** is so cartoonlike, you'll think you're watching the show rather than playing the game! Silly Puddy Cat!

Sylvester and Tweety in Cagey Capers can be tough, with lots of twists and turns to keep you guessing. But it also has a handy difficulty meter that lets you choose the difficulty between 1% and 100% (how's that for choices?!).


Use beds, lamps and springs for a higher jump.


Watch out for Granny and her mean backswing!





HOT HINTS

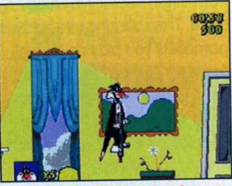
- Pick up clock icons to increase your time limit.
- When facing a dead end, look for another way out. Try stacking items to reach a higher platform.
- The Hyde potion only repels the Tweety monster, but does not destroy it.
- Throw fish and bones far away from you to distract enemies.


This could be the Looney Tunes Hall of Fame. Meep! Meep!


Peek into the downstairs chimney, and it'll shoot you straight to the top floor.


Use the boxing gloves to take on — and take out — the big bad bulldog.


Stack chairs and boxes to help you reach Tweety.


Use the pogo stick to get a claw up on things!


Forget about taking a catnap in the kitty basket!


Use the Tweety Cam to find Tweety anywhere on a level.

Game Gear

The Jungle Book

Live alone in the jungle with a laid-back bear for a pal, a black panther for a guardian...and a deadly tiger for a sworn enemy? Yeah, you can handle it! Journey outside the safety of your backyard and into the wilds of the **Jungle Book** for Game Gear from Virgin Interactive Entertainment. This rollicking, one-player game lets you play as Mowgli the Man Cub in a big 10-level jungle adventure. All the wild animal friends and foes from the popular Disney movie are here to help...and hinder...you on your journey across the dangerous jungle to the village. Plus **Jungle Book** has the jazzy tunes from the movie soundtrack — good vine-swingin' tunes that put you in the jungle groove.

You have a different goal in each level, such as finding eight hidden gems and searching out Bagheere before you reach the final level...and your battle with Shere Khan. Levels are timed at nine minutes each, but that's plenty of time to travel the maze-like levels. **Jungle Book** has difficulty settings from Easy to Hard, so try an easier setting if you find you keep running out of time or lives.

Go for more than just the "bear necessities" of life with **Jungle Book**. Join King Louie the Ape's appeal to Mowgli the Man Cub: "I want to be like you-u-u-u!"

GA

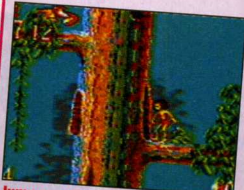
The Great Tree



Jump on this slimy fella's tongue when it unfurls, but avoid getting hit directly when it's curling out. Jump left to the vine.



Don't miss the gem that's hidden behind the thick foliage. There's also trouble at the top of the tree. Trouble that's spelled K-A-A.



Jump over the snake on the branch or he'll send you springing to the next branch. Instead, head left into the tree to jump for the vine.



Kaa only attacks from the far left or far right. Stay close to the middle and use the coiled snake to jump over Kaa when he closes in. Avoid his poison and keep shooting at his head.

I Wanna Be Like You-u-u!

Mowgli has some pretty slick moves and cool tools that make his jungle journey pure fun. Light and agile, he can jump, climb and walk on vines, ropes, boards...even some snakes and crocs! Move like Mowgli and stay one step ahead of the jungle enemies!



Jump on the end of the board to fly sky-high.

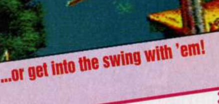


Walk across vines...

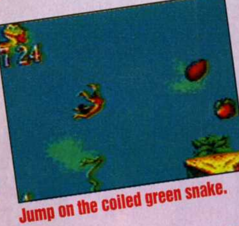


...take 'em hand over hand...

...shimmy to the top...



...or get into the swing with 'em!



Jump on the coiled green snake.



The boomerang is the perfect jungle weapon.

Jungle by Day



Press Button 1 to shoot at bananas. This bunch is hiding a handy Boomerang. Just the thing for a jungle kid!



Kaa is a danger, so jump to the vine on the right and climb high enough to shoot him.



Keep taking the higher platforms to the left to find this gem at the top left. Seven more to go!



Jump from the ledge to the vine. Hit the D-Button Right to scroll right and you'll see the gem just off-screen. Jump for it!



Jump quickly across the platforms. Otherwise, they'll break away under your weight.



Make it across this dilapidated bridge to find the last two gems in this level.

HOT HINTS

- You have unlimited bananas for ammo.
- Most of the animals in the jungle are unfriendly.
- Shoot at bunches of bananas. They contain power-ups and goodies.
- The Boomerang is a formidable weapon. It flies at different angles to take out enemies.
- Beware of monkeys in trees. When you toss bananas at them, they will drop to the ground and charge.
- Stay out of the water!

By The River



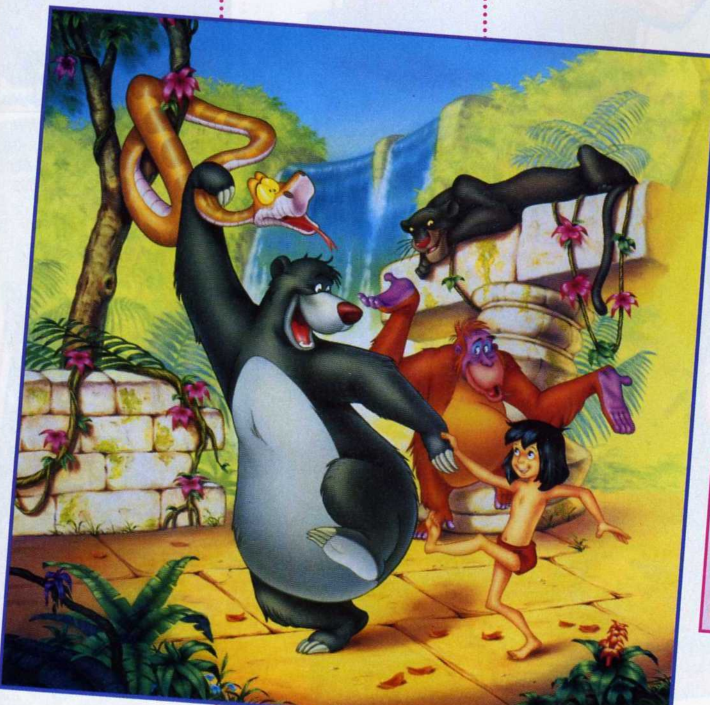
Hop a ride with this slow-moving tortoise. But jump before he makes a dive for it!



The logs will bob up and down in the river. Time your jumps so you stay afloat.



You can use this Man Cub-eating crocodile to help you if you jump on his closed mouth, then jump off before he has you as a before-dinner snack.



DEEP · DUCK TROUBLE

STARRING Donald Duck

A cursed amulet, an ancient treasure map, an adventure-filled diary...and a miserly uncle puffed up like a float at a Christmas Day parade? Sounds like the ingredients for action, fun and trouble — **Deep Duck Trouble**.

Deep Duck Trouble starring Donald Duck is a one-player Game Gear action/adventure romp from Sega that makes fowl play fun. You play as Donald in a six-level adventure that takes you to mysterious Amulet Island. Uncle Scrooge found a cursed amulet that bloated him up as big as a blimp. Using Scrooge's diary, you must retrace his steps and return the amulet, while finding a magical item in each of four areas of the island. Only after clearing the first four rounds can you use the magic items to cause a mystical shrine to appear. Each area has multiple levels and dangers from both carnivorous critters and treacherous terrain. Only you can save Uncle Scrooge from a fate worse than the Hindenburg's!


You can choose to start in any of the four areas on Amulet Island — the Volcano, The Jungle, The Valley and The Inlet.


Get set to sizzle and burn from the Red Hot Chili Pepper! Your temporary superspeed knocks all enemies off screen.


Swing from vine to vine in The Jungle like another famous wild man! Jump quickly or your weight will drag down the vine.

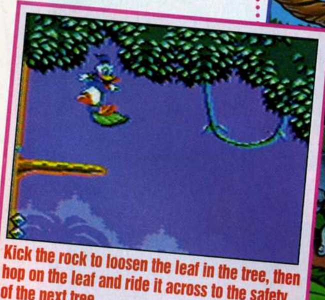
HOT HINTS

- Jump on enemies to stun them or bounce them off the screen.
- Rocks serve many purposes. Jump on them and kick them to stun or get rid of enemies and to open up trunks and vines. Before you kick a rock, jump on it to see if you need it to reach higher platforms.
- Kick open all the chests you can find.
- Press the D-Button Down to check out areas below you.
- Be careful when you kick crates while looking for goodies and power-ups. Some will ricochet back and hurt you.
- in The Inlet your diving equipment gives you unlimited air.


You've found the Jungle King. Now you gotta beat him to his crown. Hazards are trenches with spikes, falling apples and walls you'll smash into.

Game Gear

Wait until the first moving platform is making its upward ascent before you leap to it. Then quickly jump to the second platform as it surfaces.


Kick the rock to loosen the leaf in the tree, then hop on the leaf and ride it across to the safety of the next tree.


Kick the rock toward the ice to form a platform you can jump on.

Genesis

Tom and Jerry Frantic Antics!


Tom, Jerry and the gang.


Throw the football at enemies that shoot at you from a distance.


Take the high road for bonus items and to avoid enemies.

If you think you're a tough gamer, get frantic with **Tom and Jerry: Frantic Antics** from Hi Tech Expressions. This thumb-bruising game is kinda like a wolf in sheep's clothing: The cute, furry characters are cloaking game play with some mighty big teeth.

Tom and Jerry: Frantic Antics is a one- or two-player Genesis action romp that takes the famous cat and mouse duo through 11 tough levels packed with twists, turns, traps and puzzles. With cartoon-like graphics and non-stop run and jump action, this game is like a Tom and Jerry cartoon come to life!

Fair warning, kids: There isn't a difficulty select option. You may want an older bro or sister or your mom or dad to help you figure out some of the tighter jams. Or go it alone to give yourself a pure thumb-pumping challenge, and get a little frantic, too. But remember...it's only a game!


It may take a couple of tries to get out of the bonus areas safely.


Tom teeters, but doesn't fall off ledges and corners.


Take a long running start to jump over the bottomless ditches.


It's not cool to let anyone touch Tom. Save his life units!


Tom may not have nine lives, but he does have three continues!


Tom's a cat and cats love fish.



Cats hate baths! Jump over the fire hydrants to stay dry.


Keep touching the Goof Cube until it stops releasing Goofballs.


Jump on this wheel and pick up some speed! Hit the Jump Button to clear barriers and reach balloons.


Slow down before you fly off the end of this guy's nose.


You can deposit some of your Goofballs in the Goofball Funnel for bonus points. Press the D-Button Down while standing near the Funnel to drop one in.



History as a wild and wacky, fun-filled adventure? You bet! Especially when Goofy is your guide through the adventurous annals of time. **Goofy's Hysterical History Tour** from Absolute Entertainment is a one-player Genesis game that takes you back to prehistoric times through the days of the Wild West with Goofy.

Goofy's Hysterical History Tour has three difficulty settings, from Simple to Pretty Darn Hard!, so everyone can take a fun-filled historical walk with Goofy.

This fellow with the red hat really flips his lid for you. Jump on his head and he'll send you soaring.


There is a yellow Goof Cube just below you. Release and land on it and you'll find a GOOF sitting on the hill that will fully restore your power.

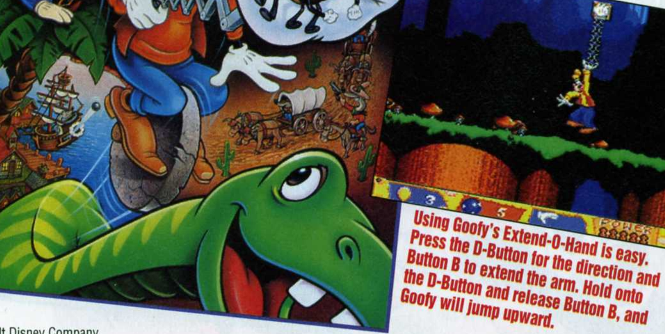

Grab the Boxing Glove. You'll need it to beat Pete's nasty prehistoric relative. Press Button A to select the Boxing Glove attachment.


To get rid of Caveman Pete, use a combination of jumps and punches.

HOT HINTS

- You can punch enemies with the different attachments on the Extend-O-Hand.
- Jump on gray thunderclouds and the Blue Goof Cubes with the yellow stars to reach higher platforms, but be quick about it!
- Dragonflies and kites make cool rides.
- You can't hurt frogs. Jump over them.
- Switch to the Boxing Glove or your stronger attachments before you fight the level bosses.


Check out the Help screen for useful information.



Using Goofy's Extend-O-Hand is easy. Press the D-Button for the direction and Button B to extend the arm. Hold onto the D-Button and release Button B, and Goofy will jump upward.



Belle's Quest lets you play as the beautiful, brainy Belle. This is a thinking person's game, with four levels of problem solving, strategy and adventure. Figure it all out, and you'll meet the Beast of your dreams.

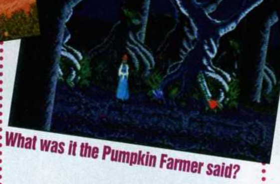
Boys and girls get the best of both worlds with **Beauty and the Beast**, the cool two-game set from Sunsoft that lets you play as Belle or as the Beast. Based on Disney's popular animated feature, **Beauty and the Beast** consists of **Belle's Quest** and **Roar of the Beast**. If you like problem solving and figuring out clues, try **Belle's Quest**. If you want to experience the fearsome power of the hideous-looking Beast, take up the **Roar of the Beast**. Each game has something for everyone!



This one-player game is beastly hard! With no difficulty settings, you've got to tough it out through 10 levels filled with enemies that attack from all sides. How's that for tough?



Now you know what is blocking the water to the village. Go back to the village to find Gaston to help you move it.



What was it the Pumpkin Farmer said?

Swipe at the snake while it is on the drapes and vulnerable. When it hits the floor, it will spit poison.

Jump onto the column to get the Blueberry power-up caught in the spiderweb.



Press Button C to talk to villagers, Gaston and Lefou.



Be sure to talk to the Pumpkin Farmer. Write down what he says.

HOT HINTS

- Tempting and easy as it may be, don't insult Gaston. You need his brawn later on.
- Talk to all the villagers. Some have valuable information and helpful clues.
- When birds fly by, either duck down or jump over them to avoid them.
- Pick up books that you find on the ground. They will add to your energy gauge.
- Avoid the servants when you're exploring the West Wing of the Beast's castle. They'll send you back to the start.



Use the Roar when you're facing multiple enemies. Press Button C and they will be momentarily stunned. Swipe at them while they're frozen.



Don't miss the Violet Grapes sitting on the window.

HOT HINTS

- Stay upright so you're ready to swipe at enemies. You move slower upright, but your arms are powerful.
- Enemies attack from different directions.
- Take your time and move slowly. Make your enemies come to you...and be ready for them.
- Stay away from the Deadly Nightshade. Its poison will sap your energy bar.
- Use your ferocious Roar to stun enemies long enough to swipe at them. You have a limited number of Roars.

Barbie Super Model

Hi Tech Expressions lets girls take over the control pad from their bros with a title that has "For Girls Only" stamped all over it. **Barbie Super Model** is a one- or two-player game with a little something for everybody who's into the Barbie doll craze.

There's a Free Play mode for one player, and Super Model and Junior Model modes for one or two players. Next time your best friend asks you to play Barbies, take out your Genesis and show her the newest high-tech version on the block!

Genesis



As part of the Super Model and Junior Model games, you have to try to dress Barbie in clothes that match her cover shot.



Restyle Barbie's blonde locks in lots of fun ways. Big earrings, matching lipstick and nail polish, and mascara complete the Super Model look.



Barbie spends a day at the beach rollerblading. Watch out for joggers, beach balls and frisbees!



Check out Barbie's closet in Free Play. Change the colors of her clothes and shoes, or keep changing outfits. Dress up is fun!

Pointers for Parents

- Free Play is just what it sounds like.
- The point is to just have fun grubbing through Barbie's closet and trying out her make-up mirror.
- Test your memory...and your reflexes...by playing the Junior Model and Super Model games in two-player mode with your child. Spark your child's creative, fashion and pattern recognition skills by styling Barbie's dress and make-up.
- Practice Barbie's runway moves several times. You'll be tested on them later in the game.

Fido Dido

Who is hip, sly and ultra-cool...but black and white? **Fido Dido**, that's who! You've seen him on Saturday morning TV and in magazine ads, but now he's appearing regularly on your Genesis in **Fido Dido** (pronounced Fydo Deedo) from Kaneko.

You'll have a fun time exploring each area in this six-level game, but you must use your cool to piece together the puzzle to make it out the exit. A handy password feature lets you pick up where you left off. Like its hero, **Fido Dido** is way cool, and definitely unpredictable!

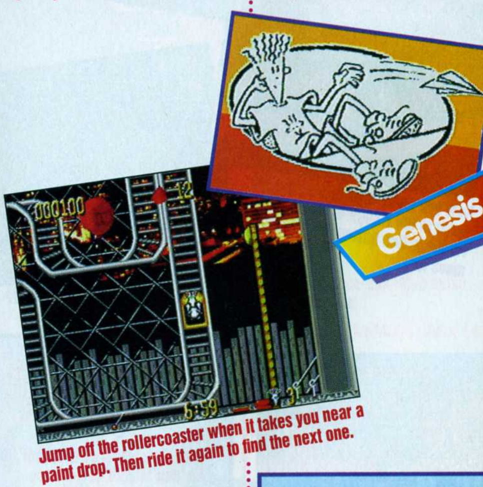


Fido Dido's thought balloons hint at objects you need to use.

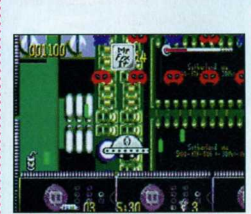


Pick up money icons at the carnival to buy a ticket to the Hall of Mirrors.

Genesis



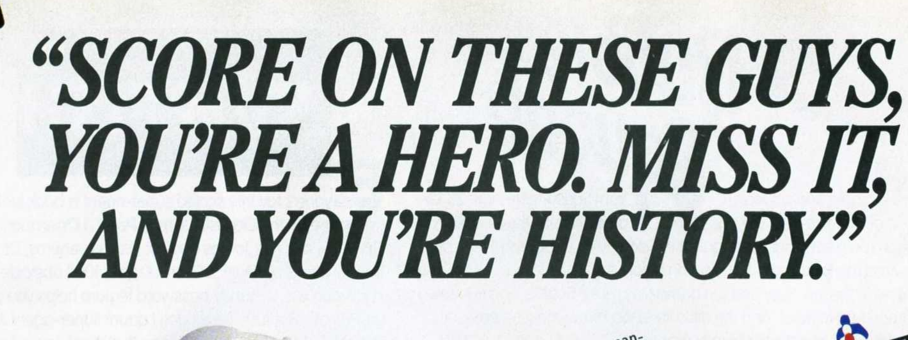
Jump off the rollercoaster when it takes you near a paint drop. Then ride it again to find the next one.



In the Genesis level, jump into the flying saucer for a quick game of Space Invaders!

HOT HINTS

- Snap Fido Dido's fingers to open doors and pick up items.
- You have a limited cool meter.
- You can't jump very high. If a bonus item is out of reach, jump on something nearby to reach it.
- Avoid the shark in the artist's nightmare level.



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Genesis

Bubble AND Squeak

Bubble and Squeak from Sunsoft gives you 25 levels of obstacle-filled fun and high adventure on the Genesis. This game is a constant race against the clock, with Bubble and Squeak searching for a Shoot-Em-Up icon before the water level on each level rises to the top. Easy and fun game play make **Bubble and Squeak** a treat hard to resist. And the difficulty select mode makes it easy for gamers of all ages to share in the fun!





Freeze Squeak in the direction you want him to roll, then kick him to transform him into a zooming spinball.



Jump over the birds and shoot them with your stars before they shoot you.



Shoot the gold button to activate the lifting platform.



Sundaes and cupcakes are good for you! Eat up!



It's OK to go into the water. Just remember to come up for air.

HOT HINTS

- You have only three lives and three hearts per life, but there are lots of extra hearts and lives in every level.
- Pick up and move Flower Pots and Springs to help you reach higher spots.
- Turn on the lava flow to keep down the rising water level.
- Squeak can't go everywhere Bubble goes, so look for paths they both can use.
- Take a look ahead by pressing the D-Button Up or Down.
- In between levels, you must defeat the Kat of Nine Tails in a fast-moving mini-game.

Genesis



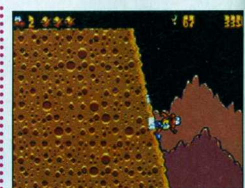
Everyone's favorite scaled super-agent is back for his third thrilling adventure on the Genesis. **James Pond 3 Operation Starfish** by Electronic Arts pits James against his arch-enemy, Dr. Maybe, and the evil forces of J.A.W.S. Over 100 (yes, 100!) obstacle-filled levels challenge you. A handy password feature helps you pick up where you left off. The 100+ levels don't daunt super-agent James, and they shouldn't daunt you. It just means that much more fun!



Detailed maps let you to choose the path. There is no set sequence to complete this game.



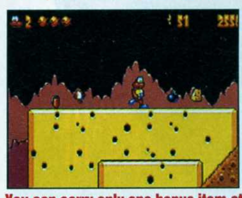
Jump into trees to release a bunch of hidden coins.



Control your speed going downhill by pressing the D-Button in the opposite direction.



Gravity's just a concept on the moon. Run in, around and upside-down!



You can carry only one bonus item at a time. Don't carry the bomb too long or it'll blow up in your face!

Pointers for Parents

- There are three possible endings.
- Secret bonuses are hidden everywhere. Jump, punch and run into everything — even empty air — to activate them.
- Dead-ends are really cleverly disguised puzzles that require player creativity and ingenuity. Look for hidden blocks and other items that will help you out of the jam.
- Not every level must be completed to reach Dr. Maybe for the final showdown.
- Use the proximity scanner on the thruster pack to find Dr. Maybe's secret hideout.
- Find agent Finnius Frog.

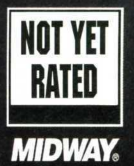


BIGGER

BETTER

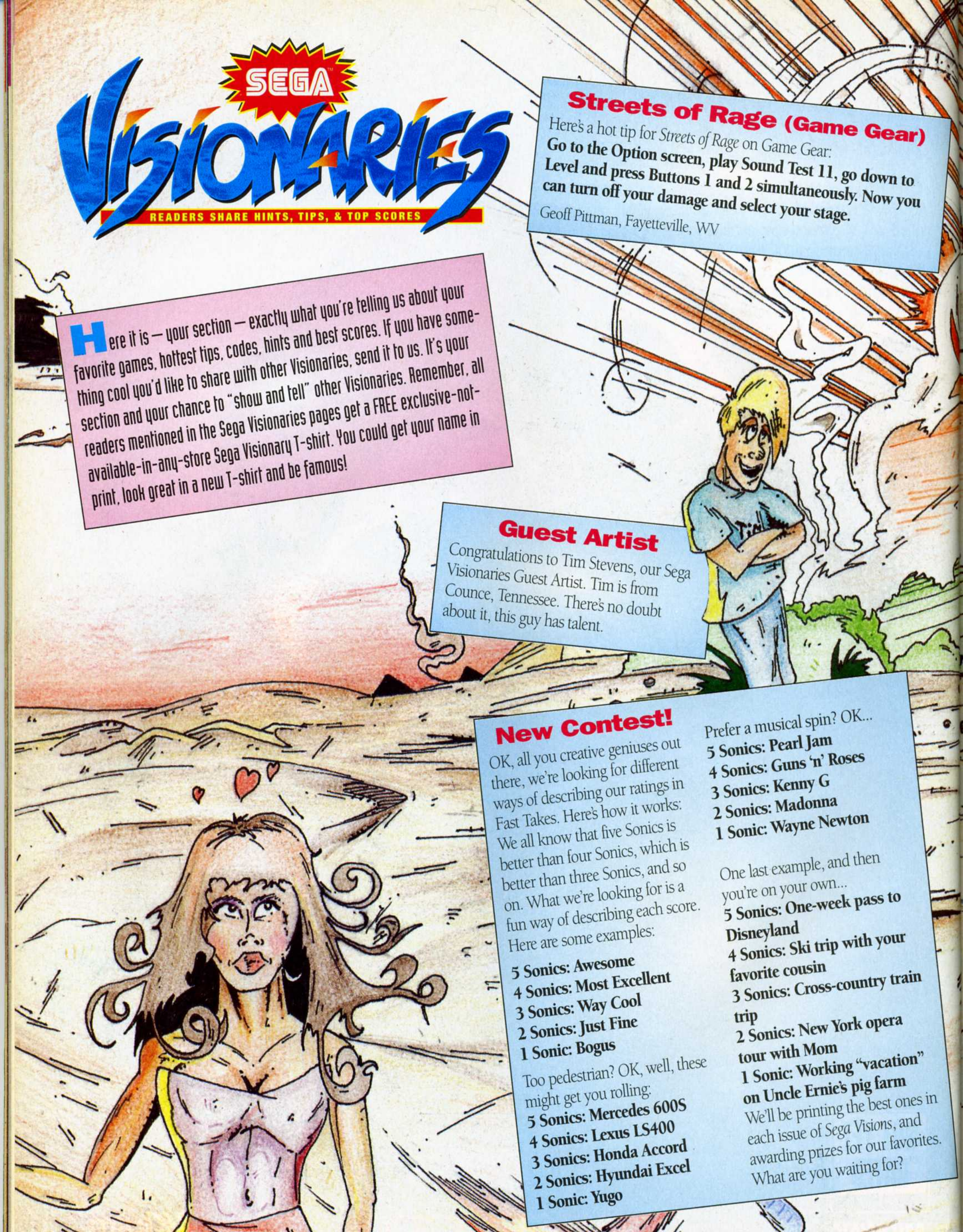
LOUDER

MEANER



SEGA CD™





SEGA VISIONARIES

READERS SHARE HINTS, TIPS, & TOP SCORES

Here it is — your section — exactly what you're telling us about your favorite games, hottest tips, codes, hints and best scores. If you have something cool you'd like to share with other Visionaries, send it to us. It's your section and your chance to "show and tell" other Visionaries. Remember, all readers mentioned in the Sega Visionaries pages get a FREE exclusive-not-available-in-any-store Sega Visionary T-shirt. You could get your name in print, look great in a new T-shirt and be famous!

Streets of Rage (Game Gear)

Here's a hot tip for *Streets of Rage* on Game Gear: **Go to the Option screen, play Sound Test 11, go down to Level and press Buttons 1 and 2 simultaneously. Now you can turn off your damage and select your stage.**

Geoff Pittman, Fayetteville, WV

Guest Artist

Congratulations to Tim Stevens, our Sega Visionaries Guest Artist. Tim is from Counce, Tennessee. There's no doubt about it, this guy has talent.

New Contest!

OK, all you creative geniuses out there, we're looking for different ways of describing our ratings in Fast Takes. Here's how it works: We all know that five Sonics is better than four Sonics, which is better than three Sonics, and so on. What we're looking for is a fun way of describing each score. Here are some examples:

5 Sonics: Awesome
4 Sonics: Most Excellent
3 Sonics: Way Cool
2 Sonics: Just Fine
1 Sonic: Bogus

Too pedestrian? OK, well, these might get you rolling:

5 Sonics: Mercedes 600S
4 Sonics: Lexus LS400
3 Sonics: Honda Accord
2 Sonics: Hyundai Excel
1 Sonic: Yugo

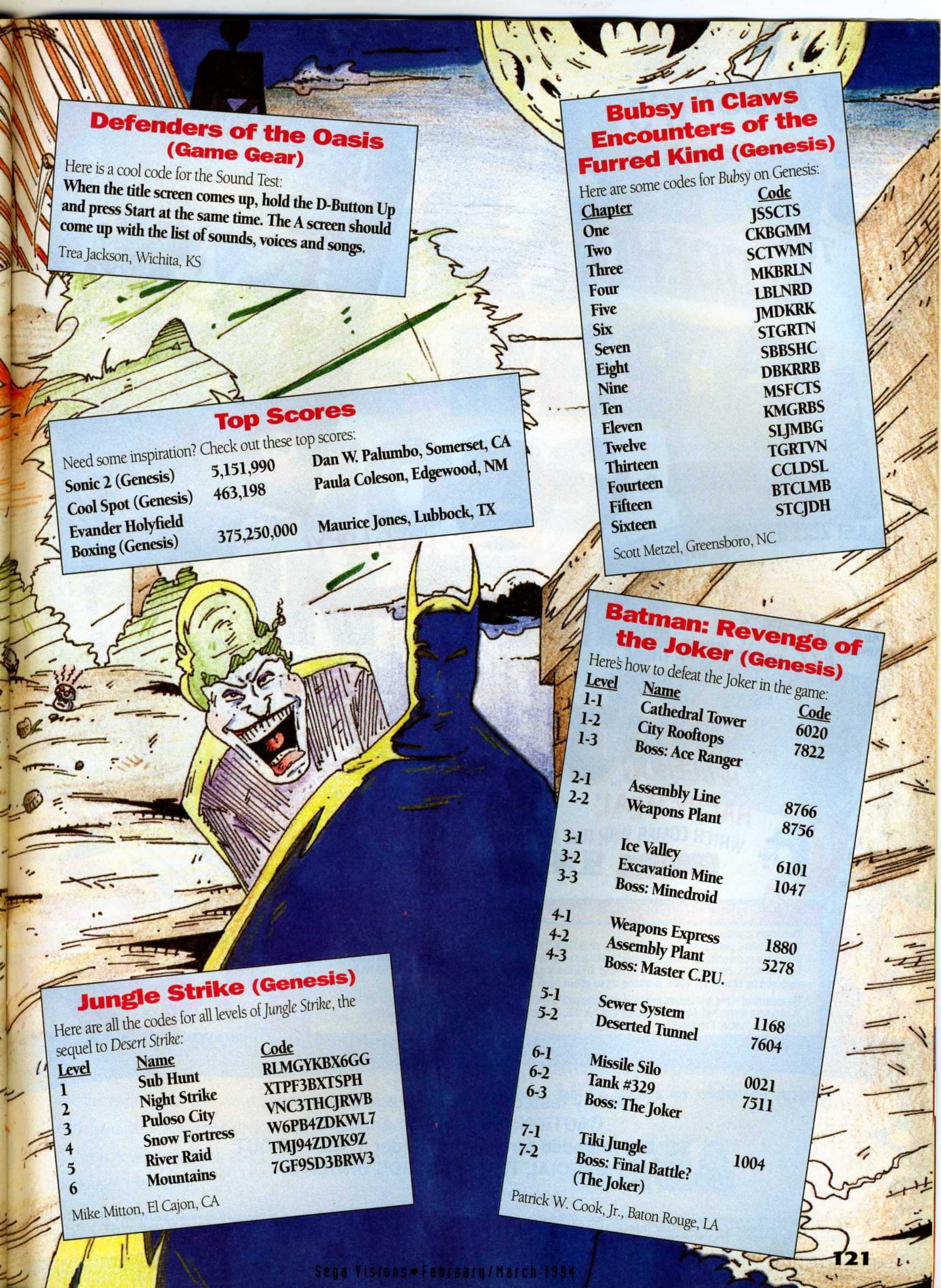
Prefer a musical spin? OK...

5 Sonics: Pearl Jam
4 Sonics: Guns 'n' Roses
3 Sonics: Kenny G
2 Sonics: Madonna
1 Sonic: Wayne Newton

One last example, and then you're on your own...

5 Sonics: One-week pass to Disneyland
4 Sonics: Ski trip with your favorite cousin
3 Sonics: Cross-country train trip
2 Sonics: New York opera tour with Mom
1 Sonic: Working "vacation" on Uncle Ernie's pig farm

We'll be printing the best ones in each issue of *Sega Visions*, and awarding prizes for our favorites. What are you waiting for?



Defenders of the Oasis (Game Gear)

Here is a cool code for the Sound Test:

When the title screen comes up, hold the D-Button Up and press Start at the same time. The A screen should come up with the list of sounds, voices and songs.

Trea Jackson, Wichita, KS

Top Scores

Need some inspiration? Check out these top scores:

Sonic 2 (Genesis)	**5,151,990**	**Dan W. Palumbo, Somerset, CA**
Cool Spot (Genesis)	**463,198**	**Paula Coleson, Edgewood, NM**
Evander Holyfield Boxing (Genesis)	**375,250,000**	**Maurice Jones, Lubbock, TX**

Jungle Strike (Genesis)

Here are all the codes for all levels of *Jungle Strike*, the sequel to *Desert Strike*:

Level	Name	Code
1	Sub Hunt	RLMGYKBX6GG
2	Night Strike	XTPF3BXTSPH
3	Puloso City	VNC3THCJRWB
4	Snow Fortress	W6PB4ZDKWL7
5	River Raid	TMJ94ZDYK9Z
6	Mountains	7GF9SD3BRW3

Mike Mitton, El Cajon, CA

Bubsy in Claws Encounters of the Furred Kind (Genesis)

Here are some codes for *Bubsy* on Genesis:

Chapter	Code
One	JSSCTS
Two	CKBGMM
Three	SCTWMN
Four	MKBRLN
Five	LBLNRD
Six	JMDKRK
Seven	STGRTN
Eight	SBBSHC
Nine	DBKRRB
Ten	MSFCTS
Eleven	KMGRBS
Twelve	SLJMBG
Thirteen	TGRTVN
Fourteen	CCLDSL
Fifteen	BTCLMB
Sixteen	STCJDH

Scott Metzel, Greensboro, NC

Batman: Revenge of the Joker (Genesis)

Here's how to defeat the Joker in the game:

Level	Name	Code
1-1	Cathedral Tower	
1-2	City Rooftops	6020
1-3	Boss: Ace Ranger	7822
2-1	Assembly Line	
2-2	Weapons Plant	8766
		8756
3-1	Ice Valley	
3-2	Excavation Mine	6101
3-3	Boss: Minedroid	1047
4-1	Weapons Express	
4-2	Assembly Plant	1880
4-3	Boss: Master C.P.U.	5278
5-1	Sewer System	
5-2	Deserted Tunnel	1168
		7604
6-1	Missile Silo	
6-2	Tank #329	0021
6-3	Boss: The Joker	7511
7-1	Tiki Jungle	
7-2	Boss: Final Battle? (The Joker)	1004

Patrick W. Cook, Jr., Baton Rouge, LA



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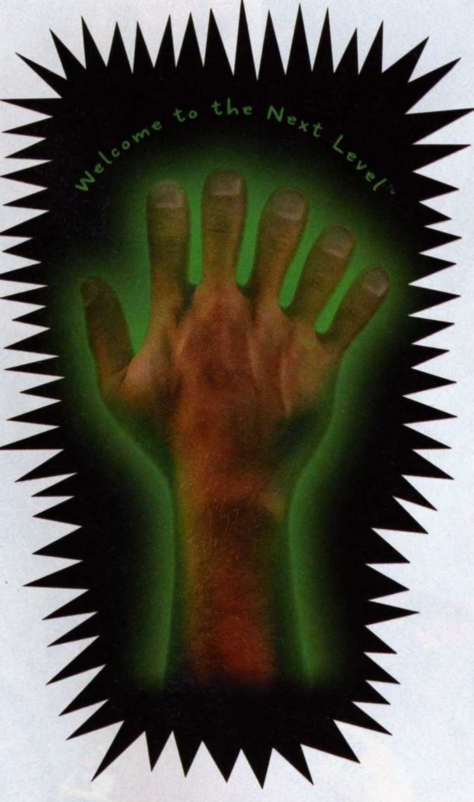
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